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AMSTRAD ACTION • NOVEMBER 1990

FRONT END

NEWS • LETTERS

AMSCENE

Latest news on the Amstrad scene

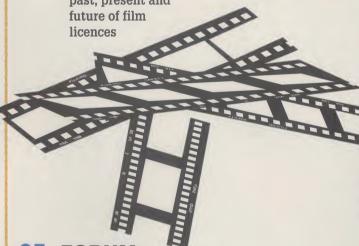
REACTION Four pages of readers' letters

SERIOUS SIDE

CPC USES • HARDWARE • PROGRAMMING

Licence to

Christmas is coming and those games-of-thefilms will soon be pouring out. We look at the past, present and



FORUM

Doctor Waring takes another techie surgery

CHEAT MODE II Amstrad Action's colossal compendium of cheats...

HELPLINE A reader in need is a reader indeed (eh?)

Future Publishing Limited Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW

Sorry 'n' all that, but we're so busy putting your favourite CPC magazine together, we just don't have time to take all those calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though - 'course not! Just send a letter to Cheat Mode, Type-Ins, Forum, Reaction etc and we'll do our darndest to sort you out....

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Jan -June 1990



The original was good, this one is brilliant



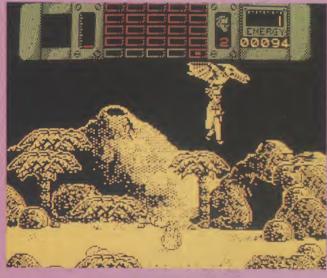
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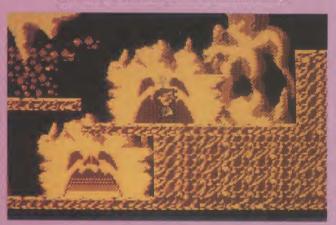




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It's a strange one. What will you think...



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It's cute, but that doesn't make it easy



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All the news from the new Computer Entertainment Show



A new leaf?

In the past, the relationship between Amstrad and the Press has had something of the Cold War about it – a kind of mutual distrust passed down from generation to generation. Amstrad has never had a good press, and the press has never had much joy from Amstrad.

But times are changing. The signs were there at the launch of the CPC in Paris, when Amstrad explained how the specs for the new console were decided by the software houses, not the engineers. And then there was the fact that Amstrad would not be selling the cartridges under its own name, but that the software publishers would get the credit on the packaging. And by the time I'd come away from my interview with Peter Roeback (see page 7) at Amstrad's Brentwood HQ, I was convinced. Amstrad had turned over a new leaf.

Gone is the aggressive marketeering of the '80s, the general belligerence that so alienated the Press. What's emerging now is a company that is prepared to work with the rest of the industry instead of trying to dominate it. We've not just got new machines – maybe we've got a 'new' Amstrad too?



Fed up with the same old typefaces? Then check out this new software.

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The hairy hunk brings you the latest adventuring news

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Buying on a budget? This could be the spot for you

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Going up? Oh no! Mind you, if you get your order in quickly...

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Caroline Lamb brings us the latest new and views from the world of the public domain

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TYPE-INS
Listings to keep you typing into

Listings to keep you typing into the wee small hours

SPECIAL OFFERS

Miss this at your peril!

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Another issue bites the dust



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ROD LAWTON grills Amstrad's Peter Roback and press consultant Nick Hewer in a special AA interview...

Amstrad's action!

What is your role in Amstrad? [To Roeback] Variable! As far as this project is concerned, my role has been to gain the support of the software houses and make sure the machine has software support. So that comes under the broad spectrum of Software Manager.

So does that mean you choose what games go on the console? We do have the right to say we wish to work with Company A and not with Company B. But having said we'll work with Company A, we don't think we have the right to say "you can put this game out but you can't put that game out", because you get into things like restraint of trade and restrictive practice. You have to bear in mind that we are only acting as the manufacturer

 Peter Roback is Amstrad's Software & Peripherals Product Manager. He is the man responsible for the whole console marketing drive.

What about the other consoles on the market? What do you think of them?

No comment!

HEWER: Our view is that – honestly – we never comment on other people's machines.

We just stand back and wish them luck. The worst thing one wants to do is get into a slanging match. I guess the point is that both Nintendo and Sega have established the market to such an extent that we now find it worthwhile and interesting. OK, so that's a compliment to them. If anything, we feel there's a little bit of complacency there. There's room for us. So we're the third player coming in.

Would be fairer of me to ask what you're bringing to the

console market that's new?

An easy, entry-level machine that has a natural upgrade path, in as much as if someone goes out and buys an Amstrad console for their six, seven, or eight-year old, and then in two years' time decides, "well look, it's very nice playing games but I'd like you to actually do some work on this machine", or the kid says, "yeah, this is really nice playing games, but I'd really love to find out how they're written". They don't have to throw away hundreds of pounds' worth of software. They can go out and buy a 464 Plus or 6128 Plus and still have the same software base there.

Is there at the moment a limit to the number of cartridges that Amstrad can manufacture? No, not really. It's fairly low-level technology as far as manufacturing is concerned. We can react to demand very, very quickly. We have the capacity to manufacture around a quarter

of a million ROMs a month. So I don't think we're going to run out of production capacity!

What about the price of the cartridges, how is that going to be fixed? Does that depend on the cost of the raw materials, or is it going to be set as a matter of policy?

It really is a matter for the software houses, to say what price they want to sell cartridges at. They calculate their own margins. Obviously it all relates back to the price of raw materials. As of today, that's set at £24.95. I can't see it for the forseeable future moving considerably in either direction, really.

We understand Dixons is going to carry the software. That must be quite a coup, because it hasn't done that before, has it?

They have done tests over the last three months with Nintendo software, and they've done very well with it. And it's something we've been trying to convince them of for ages. Because we've always said that one of the keys to this whole project is getting the software sold alongside the hardware. It's very important because with they type of people who buy this computer it's almost certainly it's going to be a first-time purchase.

We've seen the special demonstrator unit at the show. That seems an excellent idea. That's right. We feel it's important that kids should know what they're buying. You're not spending £2.99 on a tape this time, you're spending £24.95 – but we've seen from the history of Sega and Nintendo that people are willing to spend that sort of money. I think it's important that they should know what they're buying.

Are the twelves games on the comparator going to be updated regularly?

As regularly as retailers find it fit. So if they find a slow-moving item they can pull it out of the Comparator and put something else in.

How many Comparators are going to go out? Are a couple of shops in every High Street going to have one?

The Comparators are not made for the High Street multiples. They have their own way of displaying software. They have special needs – so they work out their own. These are for independent dealers ostensibly.

So that was that. Amstrad is clearly 100 per cent behind the new machines, and behind the inevitable bullish front there lies a quiet confidence in the relaunched 8-bit range. Most telling of all, though, is the company's determination that the new hardware should be software-led. Which is a fancy way of saying that – at last – the programmers and publishers should have the final say, not the engineers

What's the reaction of publishers to another cartridge format, as opposed to software on tape or disk?

For them, it's wonderful. Yes, it's a big investment, but if you believe all the figures, for every one legitimate game that's sold there are eight illegitimate copies made of it. You can take an average software company in the UK today that maybe turns over £2 million – that means they're having £16 million stolen from them, in effect. I don't believe those figures. While there were eight copies made, probably only two of those people would really have gone out and bought the game. That's still a big loss for the company.

So the cartridge format helps them. The kind of software piracy that the industry has never been able to stop, historically, is little Johnnie taping it from his pal round the corner, and that's where the majority of damage is done.

CONSOLE CLUES

Amstrad is going out of its way to make sure buyers have the easiest possible time when choosing console software. The packaging is being designed specially for computer novices:



• All cartridge games will share a common general appearance to allow instant recognition in the retailers. Artwork has to fit in a pre-defined area, and the packaging must also incorporate two screen shots taken from the console version of the game.



 Special grey-toned background graphics will be used on the packaging so that buyers can instantly tell what type of game they're looking at. The categories are action, role-playing, adventure, sport and racing.

Amscene

releases... updates... previews... new releases... updates... previews...

128K SPECCY MOVES OVER FOR PLUS

Amstrad shows support for new 6128 Plus by chopping the 'competing' Spectrum Plus 3

Production of the Spectrum Plus 3 has ceased. Amstrad, which manufactured the machine alongside the CPC/Plus range, has stopped making them because the Spectrum Plus 3's potential market was deemed to be too close to that of the top Plus machine.

That's tough on Spectrum fans, but great news for Plus buyers, as it clearly demonstrates Amstrad's determination to support the machine.

The good news for Spectrum owners (who need all the good news they can get, let's face it!) is that the Spectrum Plus 2 will still continue to be made – it will be the only remaining version of the Spectrum still around.

The news has brought a mixed reaction. It's sad to see a machine with such a colourful history behind it disappear, but the 6128 Plus is technically far superior to the Plus 3, which was built and marketed solely as a games playing

machine. However, the Spectrum Plus 3 was far cheaper, weighing in at around half the price (although the 6128 Plus does come complete with a colour monitor). Amstrad clearly felt sales of the newer machine might be damaged.

The ZX Spectrum was originally launched back in 1982. It was one of the first colour home computers, and certainly the cheapest. It had a rubber keyboard and the basic model

had just 16K of memory. Amstrad bought the Sinclair brand name in April 1986, along with the production rights for the computer. The company subsequently uprated the machines to include a cassette deck and added disk drive versions.

How long the Spectrum +2 will continue is uncertain. Its reputation as the budget games machine will no doubt continue for some time, but Amstrad is clearly comitted to the GX4000 console and Plus range as its 8-bit mainstay.



• The end of the road for the Spectrum Plus 3. The new Amstrad 6128 Plus rules!

WAVE EXPANDS

CPC'ers who have upgraded to one of the new Plus machines will have found out that any peripherals they had will no longer work. The problem results from the physical differences in the expansion port connector. The old CPC range used a protruding edge connector: the Plus machines have more professional and robust – but totally incompatible – connectors.

Well you need fret no longer. WAVE has introduced an expansion port adaptor. The device consists of two connectors and a length of cable. One end plugs snugly into the back of the Plus machine, while the other remains free for connection to your CPC peripherals.

The connector convertor costs £10 (plus £1.15 p&p) from WAVE at 1 Buccleuch Street, Barrow In Furness, Cumbria LA14 1SR. Or call 0229 870000.

SHOPPER SHOW BONANZA!

The Computer Shopper Show is on its way, and with it the annual shopping trolley competition!

For those who don't know, this involves the winner of our little competition getting a whole five minutes to rush around the show grabbing a trolleyful of goodies from a whole range of stands.

The companies taking part are as follows: A & S Distribution • Bits 'n' Bytes • Blackstuff • Computer Manuals • Database Software • Delta Leisure • Hi Soft • Hywin Media • Kador • MD Office Supplies • Media Direct • Media Value • Mediaware • NASA Promotions • Turbosoft • Westoning. These kindly folks are each putting up a special prize to be collected by our stampeding winner.

But what do you have to do? Well, always assuming you're interested in scooping up an entire trolleyful of prizes, all you have to do is send us a postcard addressed as follows: SHOPPER COMPO, AMSTRAD ACTION, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW (Dont't forget your name and address)

All the entries will be collected in a hat (a very large one!) and a prize draw made on Thursday, 15th November – and that's it!

THE RULES

- Each winner will be limited to one predetermined item per stand – either software or peripherals – but actual machines will not be made available.
- 2. All entries must reach us by 15th November 1990.
- 3. The judges's decision is final and no correspondence will be entered into.
- 4. Employees of Future Publishing or Database are not eligible for entry.
- The Computer Shopper Show will take place at the Wembley Conference Centre in London. The dates are Thursday 6th to Sunday 9th December.



Win a trolley-load of goodies at the Computer Shopper Show!

Nemesis range resufaces

Nemesis, producer of serious software and utilities for the CPC has ceased to trade. It's not all doom and gloom however, as Microstyle – well known for its hardware exploits – has taken over the entire range of software.

All the old favourites are available, including Bonzo Blitz, Super Meddler, Maxidos and Procopy. Additionally, the software is now bundled, effectively giving two for the price of one. Bonzo Blitz comes with Four Nemesis Adventure Games. Super Meddler includes Bonzo Doodah, and Maxidos comes complete with Procopy. All the compilations cost £13.75. Additionally, purchasers of Microstyle's 3.5 inch second disk drive will get the Maxidos/Procopy bundle free. The disk drive costs £79.95.

Microstyle can be contacted at 212 Dudley Hill Road, Bradford, West Yorkshire BD2 3DF. Telephone 0274 636652.



CHEETAH LAUNCHES NEV **JOYSTICK RANGE**

Cheetah, the UK's leading manufacturer of joysticks, proudly announced its updated range of equipment at the CES in Earls Court. New joystick releases range from the 'turtley' sublime to the ridiculous.

For a start, the company has come up with the first joystick specially for the GX4000 console. It has four Fire buttons, auto-fire, tabletop suction pads and is playable by either left or right-handed people. Two of the buttons correspond to Fire button A on the Amstrad joypad, and two correspond to button B. Great news for console/Plus buyers who can't get on with the standard joypad.

One of the other joysticks is called the Ninja Tortoise. This is a green, ergonomicallyshaped stick whose shell acts as the directional movement control. The

player simply places his hand upon the Tortoise's back and 'rocks' it in the direction he wants to go. The eyes act as the fire buttons, giving, Cheetah explains, "high-quality tactile feed-

It also looks very silly. And it should be available at the end of the year.

back"

An anonymous joystick has been also been secretly developed. It's called The Stick with No Name" (so really it shouldn't be even called that). It has a special ergonomic design (but different to the Tortoise), and is absolutely hairtrigger sensitive. It also has an autofire option, and two Fire buttons; one

The joystick-with-no-name

from Cheetah. Other weird goodies are on their way.

for thumb and one for forefinger operation.

Cheetah, which claims, rather grandly, to be "doing the things other people just dream about", will be shipping 1,000,000 units in 1990

> The prices of the joysticks described above will be as fol-

- Stick X The Stick with no Name, £14.95
- Ninja Tortoise, £9.99
- 125 GX 4000 Compatible, £9.99

If you want to find out more, Cheetah International Ltd lives at Norbury House. Norbury Road, Fairwater,

Cardiff CF5 3AS. Or call

0222 555525.

Big joysticks for big hands

Buckinghamshire joystick manufacturer Contriver is planning to release a rather large joystick. It will be called the SX1100 Challenger, and is designed around the premise that you don't need to delicately grasp a joystick, you need to clench your entire fist around it. There are six Fire buttons. and included is a variable-speed auto-fire

The stick is suitable for either left or right hand operation, and comes in cable and infrared versions. Another feature not seen often on joysticks is the LED indicator which lights up every time the Fire button is pressed.

Both the transparent and black joysticks sell for £24.99 when running off a cable, and the infra-red versions are £34.99. The product should be available right now.

For anyone with hands the size of JCB buckets, the Challenger could be perfect. Contriver is 0280 822803, Unit 3, Buckingham Industrial Park, Buckingham, MK18 1UH. (Get somebody with ordinary fingers to do the dialling for you.)



Man-sized joysticks from Contriver.

ARGGHHH! IT'S A COVER-UP!

Amscene shrinks to two

pages shock!

It's true – the *Amscene* section of *Amstrad Action* has gone down from its

original three pages to two. Never fear,

though - AA has a new section called

On The Grapevine which will now be covering all games-related news, previews and gossip, so our news cover-

age is now greater than ever!

Blast, blast and double-blast! Despite our best efforts, last month's covertape carried a ghastly

One or two (million) of you 'phoned us up to say that the programs will transfer to disk but won't run afterwards. All we can say in our defence, m'lud, is that the masters themselves transferred fine and the covertapes do all load and run properly from tape. The main problem seems to be that the BASIC loader files themselves for each game just won't transfer properly to disk.

HOWEVER, both these programs are short enough to be typed in, so we're printing them here. The BASIC loader programs need to be typed in and saved onto the disk.

The transfer instructions suffered too (oh gawd, no!). There should be an exclamation mark immediately after each LOAD". For instance, the LOAD" IRONMANI". should read LOAD"!IRONMAN1":SAUE "!IRONMAN1",B,&1900,&6700.

• So what you need to to is as follows (forget about transferring the loader):

IRON MAN

- 1. Insert a freshly-formatted disk into your drive.
- 2. Insert the cover tape in your tape player. (6128 owners should connect up their remote cassette lead if they have on - otherwise you need to be extra vigilant.)
- Type ITAPE.IN: IDISC.OUT
- Type MEMORY &18FF
- Type LOAD" ! SCREEN" : SAVE" ! SCREEN" , B, &COOO, &4000
- Press PLAY on your cassette recorder. (From now on, 6128 owners without remote leads, maker

- sure to stop the cassette player between loads.)
 Type LOAD":IRONMAN1":SAVE":IRONMAN1",B,&1900,&6700
- 8. Type LOAD"!IRONMAN2":SAVE"!IRONMAN2",B,&COOO,&3F30

TAU CETI

- 1. Insert a freshly-formatted disk into your drive.
- 2. Insert the cover tape in your tape player. (6128 owners should connect up their remote cassette lead if they have on - otherwise you need to be extra vigilant.)
- Type | TAPE. IN: |DISC.OUT
- Type OPENOUT"D": MEMORY 1529: CLOSEOUT
- Type LOAD" !TITLE" : SAVE" !TITLE", B, 2000, 4708
- 6. Press PLAY on your cassette player
- 7. Type LOAD":PART1":SAVE":PART1",B,1530,33798
 8. Type LOAD":PART2":SAVE":PART2",B,35328,7185

Iron Man BASIC loader (for disk users)

- 10 MEMORY &18FF
- 12 MODE 0:FOR a=0 TO 15:READ b:INK a.b:NEXT a
- 13 DATA 0,26,6,20,7,18,2,24,15,3,5,12,13,22,14,13
- 20 LOAD"!screen",&C000
- 30 LOAD"!ironman1".&1900
- 40 LOAD"!ironman2",&C000
- 50 CALL &C000

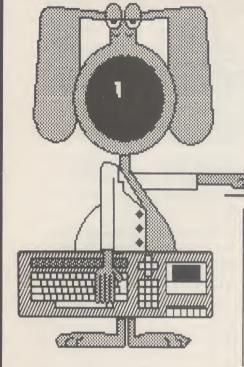
Tau Ceti BASIC loader (for disk users)

- 10 MODE 1
- 20 BORDER 0
- 30 INK 0,0
- 40 INK 1.11 50 INK 2,26
- 60 INK 3.24

- 70 PAPER 0
- 80 OPENOUT"d" 90 MEMORY 1529
- 100 CLOSEOUT
- 110 LOCATE 10,6:PEN 3:PRINT"Tau Ceti is Loading...":PEN 2
- 120 LOCATE 9,12:PRINT"Disc owners, please note" 130 LOCATE 9,13:PRINT"that it is possible to"
- 140 LOCATE 9,14:PRINT"save game files to disc"
- 150 LOCATE 9,15:PRINT"using the DISC command "
- 160 LOCATE 9,16:PRINT"before SAVEing."
- 170 WINDOW 4,36,21,24
- 180 PEN 1 190 LOAD "!title"
- 200 CALL 2000
- 210 LOAD "'part1"
- 220 LOAD "!part2" 230 INK 1,20

- We really do feel very bad about all this. What was supposed to be a nice 'n' easy tape-to-disk transfer routine has got horribly complicated all of a sudden. So if you simply can't get it to work and you simply must have these games on disk, just send us a blank, formatted disk and a selfaddressed envelope and we'll do it for you. OK?





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Reaction

Lots and lots of console questions this month...

Beginners luck

I am new to CPC computing, and I feel a little out of my depth with everything that magazines such as yours print. You seem to take for granted that I understand CPM, Pokes, and all sorts of technical things. And before you say it. I am reading manuals and things, but would like you to explain simply what you are talking about? For example, what is CPM? What exactly is Public Domain software? Do I need anything special to run it? Can I copy it and give it to my friends?

ok out for a new AA section...

I hope you can answer these questions. Everybody in the world has been computing longer than me and I would like to catch up.

Robert Nott Guildford

AA: Phew! Inquisitive Are you a computing dunce? blighter, aren't you? Well here goes...

1. CPM is the Command Program for Microprocessors. It is an Operating System, and runs the computer's basic functions.

2. Public Domain refers to programs which have no copyright and can be handed around, supposedly without cost, for the good of everyone. In practice, people who distribute PD have to ask a small amount to cover costs of postage and disks, so it is never truly free, but is extraordinarily cheap, and there are a lot of good programs to choose from. You will not need any modifications to your CPC to run PD. Yes, you can give it to your friends.

Incidentially, AA is certainly aware that there are a lot of people who are new(ish) to computing, and might not be au fait with many of the technical aspects that others seem to take for granted so naturally. The Forum section of the magazine tends to deal with the more advanced topics, so might seem slightly imposing. Therefore we will shortly be introducing a section of the magazine devoted to the interests of newer users. Watch - as they say - this space...!

PD probs

Whilst reading the letters page of my beloved magazine, I noticed that everyone was whining about what rotten ogres people who run mail order companies are and what knights in shining armour people who run PD libraries are. This is not completely true. I have sent off for software (and hardware) from mail order companies and have been extremely pleased with the speed in which the goods were sent to me. I read about PD software in your magazine and sent off the blank cassettes and the required money and SAEs to a couple of com-

............ TOP TEN CONSOLE QUESTIONS

Here it is! The Top Ten questions received by AA regarding Amstrad's new Plus range and

- What will the cost of the cartridges be? About £25
- Can a tape player be used with the 6128 No. But it is expected that a widget enabling it to do so will be available
- Can an existing Amstrad monitor such as a CTM 664 be used with the console or Plus range? Yes, but without sound.
- Will disk games go up in price? It is very unlikely.
- Will cassette games become redundant? No. There is a huge base of tape users, and this will certainly continue to be catered for.
- Will cartridges be available with games compilations on them?'
 It is technically possible, so is bound to happen eventually.
- Will the DD1 disk drive work with the 464 Not with the existing cables. The 464 has new ports which will require new leads to be manufactured.

- Is all current software compatible with Yes, as long as it "obeys the rules". Over 99 per cent of software tested by AA is totally compatible, so nearly
- Who will be interested in producing cartridge games?

everything does work.

All the major software companies that AAhas spoken to are showing great interest in the new cartridges. Their development and production teams are already hard at work.

Will AA continue to cover disk and tape games in the same way?

Yes. AA will certainly continue the same complete coverage of the existing machines, but will also be branching out into the console and Plus range in a big

• At last – all your console questions answered!

panies. A few days later I got my blank tape and money sent back to me along with a very apologetic letter saying that the company was no longer able to send PD software to people until around Christmas time. As for the other company, no reply. I have waited two and a half months and still no reply. Do they not realise that cassettes, stamps, etc, are not that cheap? With the money I have fruitlessly squandered on PD libraries I could have bought a couple of budget games - at least I would have got something for my hard-earned

Keep up the good work on the mag, the Sounding Off section is great.

James Clark Doncaster

AA: Are PD companies worse or better than mail-order companies? Is it worth comparing them? There will always (unfortunately) be good and bad companies specialising in both. And some people will continue to get brilliant service while others will feel they've been ripped off. The rule has to be,

Does size matter?

Regarding Christopher Cartwright's query over Italy '90, I recently wrote a very nice letter to US Gold on the issue of the bug in Italy '90, you know, where at the end of the final you are told that the losing team has won the cup. US Gold wrote back and told me that there was a bug in the program and they very kindly swapped the game for the newWinners Edition with the bug

Very kind eh? Thank you US Gold.

Anonymous **Bishops Stortford** AA: The roll-calls of good and bad services rendered so often contain small companies, so it is nice to hear of one of the biggest, US Gold, getting some praise.

Monitor with interest

After reading AA60 about the new Amstrad machines and the new GX4000, I read with interest that the new console can be used with an Amstrad Monitor. As the console does not come with a monitor does this mean that Amstrad in their infinite wisdom will sell the monitors separately so that people who buy the new 464 plus and the 6128 plus with mono monitors can upgrade to colour monitors if they wish to?

Finally I wish to say how brilliant your magazine is (creep creep) and how I hope it keeps going for ever and ever Amen!

> David Wright Preston

AA: There is a monitor option with the console, but you may not be able to buy the console first and the monitor later on. We don't yet know for sure how Amstrad is going to handle it.

More console queries

After reading your review of the GX4000 Console in AA60, it made me think of buying one when it's released in the High Streets. However, there are a number of questions I would like answered; Would this system work on my 464 monitor (CTM 644), if so where would the sound come from as there are no speakers on this or the console? How much will the games cost, as paying £40.00 for one game on the Megadrive has put me off this system?

I think this console will be a great success if the price of games is kept down to a minimum. I hope you will review all games about to be released for the system.

Mark Thacker Leicester

AA: Yes, as answered elsewhere, the CTM 644 will work, but you'll only hear the sound of silence. Cartridge prices will be, as stated, around £25. AA will review cartridges as and when we receive them.

Reviewing the situation

I have not bought many Amstrad Actions. I have, however, last month's AA60. In the Action Test, a game called Pro Boxing Sim is reviewed. It is released by Codemasters at £2.99, it got quite a good mark at 58% I realised I had already seen this game before just under two years before. It had already been released by Superior Software at £9.95 with a rating of 83% making it an AA Rave!

In yet another issue (Ihave lost it, but I am sure it is AA40) David Darling, Codemasters, blasted Alternative for copying Grand Prix Sim. So unless they have bought Superior (they may have, as I don't know much along those lines) they are doing the same. Even if they have bought it, why re-release the game anyway?

Post haste

In the September issue of AA there is yet again a letter concerning problems with mail order firms. I do not recall having seen one in praise of any firm offering this service. Any one reading your magazine as a newcomer to computing could be excused for thinking that they had entered a jungle populated by advertisers whose only aim in life was to "rip off" the public.

In contrast I would like to bring to your readers attention one of your regular advertisers. MJC Supplies of Hitchin have always given me a quick and efficient service at very reasonable prices. This week they surpassed themselves when I ordered three items by phone. Despite a local postal strike, these items were delivered to my door at 8 o' clock the next morning. Although this is exceptional, in the year and a half I have been dealing with this firm all my orders have been delivered within two days. They are very helpful over the telephone with advice as to whether a program or accessory will suit a certain application and are not above giving the name of an alternative supplier if they cannot

All this goes to prove that every story has another side and perhaps undue emphasis is placed on the few who unfortunately receive bad service and not enough on the "silent majority".

> R Cooke Coventry

Matthew Hiller Nottingham

AA: It is quite legitimate to re-release a piece of software, especially at a lower price. The reason for the varying ratings is that games age. What was good on the Amstrad two years ago isn't necessarily good now!

Help is at hand

If Andrew Cardwell of Cambridge would like to drop me a line, I can help him with his problem of wanting to produce graphs from Masterfile III data (AA60).

There are at least two solutions to this problem. I too wanted to generate a graphic display of large amounts of numeric data stored on Masterfile III. The solutions I have come up with are:

- 1 Use the Masterfile III User Basic option to include your own graph-drawing routine. I have done this quite successfully and would be happy to pass on details.
- 2 If you have Dr Graph then you can produce a much more professional-looking graph. I have written a program which will allow data exported by Masterfile III to be transferred to Dr Graph without having to re-type it all. I must stress, however, that you must be in possession of both programs.

My program only converts data from the Masterfile III export file into the form used by Dr Graph and allows Dr Graph to import it. Dr Graph has a data import routine of its own, but it is not compatible with Masterfile III as it stands.

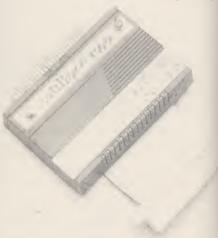
Incidentally, my offer is open to anyone who can put the routines to use. Just drop me a line and I will try to help you out. An SAE would be appreciated.

> Perry Hampson 10 Valley Gardens North Walsham Norfolk **NR28 9QE**

Multifaceted mystery

Please tell me what the hell a Multiface is. You always print Multiface pokes in Cheat Mode' but I'm still not sure what the heck it is. Please tell me about it and if I were to buy one, which Multiface would you suggest that I should buy. I have seen the Multiface II and Multiface II+. Are these the same thing and are they upgraded Multifaces? Please help.

> MrX Aylesbury



• Just what is that most mysterious of objects, the

AA: Well, Mr X, a Multiface is a peripheral which enables the user to freeze programs and then perform various operations. For instance, you can (not always, though) backup the program, examine the memory and grab screens from it.

Good Egg's Corner II

I am writing to say that I have noticed many people recently become very distressed about mail order services.

Well here is a change to the system. You gave a brief review on Cottage software. When I phoned they took my order and then the chap on the phone actully bothered to talk to me and not just took the money and put the phone down.

When there was one week delay they sent a handwritten apology.

I recommend it to anyone.

A faithful reader and happy person PS: They will also send a free batch of cheats

AA: We are always happy to have a roll of honour for companies who provide superior services.

• The heavy toll of German AA

Do you want to get rid of your overseas readers or something? At least you are trying to a great deal

Two years ago, a subscription to AA cost £16.50 and one disk-based game or two games on cassette were free. In 1989 subscriptions became more expensive, +£1.45 in the UK, but +£7 in Europe, let alone the rubbish voucher scheme. But now you are really taking the biscuit. 'To ensure you get the best possible service all overseas subscriptions are sent Air Mail'. The subscription price now rises from £23.50 to £32.95 (including a free game). On the average, I receive my copy of AA about six days after it hits the streets in the UK, with Air Mail this delay probably will be reduced to two days. What a great improvement!

Hey! £9.45 is a lot of money for a service one does not need! Back copies of AA cost £5 to us in Europe? And if we want to order games or binders we should 'call Clare for prices'? @£*\$! This is what I call a rip-off! Why has everything become so incredibly expensive for overseas readers? From £16.50 to £32.95 in two years certainly is quite remarkable inflation rate.

Of course ... with a cover tape each month, best of all containing an adventure, it could be quite justified.

Ulf Schmalenberg West Germany

• 6128 Plus tape?

What exactly are you playing at?

I refer to the Amstrad Plus article in AA60. I quote 'The key to this compatibility is Amstrad's decision to retain all the features from the earlier machines. 'THEY HAVE NOT DONE SO — the cassette port on the 6128+ has been dropped. I agree this does not directly affect compatibility yet it does mean that the 6128+ will not be able to use tape software

This was clearly stated in New Computer Express, yet not a mention in your usually reliable magazine. Did someone forget? Or was it thought such a minor point that you did not want to bother us with it?

I own a 6128 and also have a great deal of tapebased software. Many other people must be in this position. Okay, so

when I upgrade, I will still be able to use them (*Multiface* permitting). But what about in the future? No longer will we be able to take advantage of the cheaper tape prices, we will be stuck with paying the higher price. "Tough", you say, that's the price of buying a disk-based machine, but what about the many budget games? We cannot wait for it to be re-released at a lower price, we must buy it at full price or not at all. Codemasters, Alternative, Cartoon Time, Kixx, Rack-It, Players, Mastertronic, Hi-tec, Encore, et al, please take note!

This is a major change to the 6128. It will surely affect sales of budget titles, and also give the software houses the chance to increase their prices for disk games. After all, the 6128+ owners will be trapped by this modification. Please do not say that it is a 'small price to pay' for having a console

added, there is no reason for not having both tape AND disc. No longer will we be able to archive little-used files to tape, so saving expensive disk space.

This change must surely be excellent news for Romantic Robot as sales of the *Multiface 2* can only go up (Upgraders take theirs with them leaving the new owner to purchase another).

Amstrad is surely keeping the anti tape-

to-disk lobby happy in some way, but why? It never stopped thems selling twin tape players or even twin video records (each without any antipiracy hardware). Does it really cost so much more to put (or rather leave) a cassette port in?

The only hope is that some enterprising individual manages to come up with an internal modi-

fication to enable cassettes to be used (without breaking the warranty!) Any takers?

Anyway, keep up the good work on the magazine.

Mark Riley Leicester

PS: About my letter in AA60, I don't have a gerbil!

AA: We're convinced it's simply a matter of time before someone comes up with a widget which will allow 6128 Plus to load tape software. There is certainly a very powerful pro-tape 6128 Plus lobby, so we shouldn't have to wait long. The alternative is to buy a 464 Plus and use a plug-in drive. We haven't checked the feasibility of this yet, but stay tuned. By the way, what did you do with the gerbil, then?



other people must be in software on a new 6128 Plus?

AA: Overseas postal rates have increased just like everything else. There was overwhelming pressure for AA to be sent by Airmail to Europe, even though it. meant the cost of the service would rise. But it is difficult to judge what overseas readers want, because they are so varied. So, although it costs more, we try to provide each month's AA as soon as possible. We also try to give the same special offer opportunities to overseas readers as those in the UK, even though this, too, is at greater cost.

• Is there anybody out there?

In reply to a letter in the September 1990 Issue of Amstrad Action from David Webber of the Isle of Man, concerning the Star Watcher software package. I have Star Watcher on tape, which he can buy from me. Contact me on Cumbria 0946 823511.

Mrs E N Ferguson Cumbria

Questions, questions

I started to read Amstrad
Action only a few months ago
and have found it brilliant (creep, creep). I own
a 464 and am mainly using it as a games
machine, but recently have become interested

in machine-code and programming. Unfortunately, due to lack of stock at my local newsagent, I have missed the first two issues of 'writing a megagame' (the 'Blockbuster series).

Please could you tell me how to get hold of some sort of compiler or even better a games creater (like *STOS* and *STAC* for the ST). Are there any such things? And how much do they cost?

Now for a complaint, I recently purchased a copy of the ENCORE 'Ghosts and Goblins' only to find out it was absolutely nothing like the arcade version, nor the Amiga, nor ST, nor Commodore 64.

Please can someone tell me what's going

Also could someone recommend a good flight simulator? Which is the best art package for the 464 and how much is it? Are there any

ADLAN argument

I was very interested to read your recent review of the *Adlan* adventure programming language, particularly as I already had it. I totally agree with the reviewer about *Adlan*'s brilliance and the ease and speed of writing adventure programs but I have one or two quibbles with the review.

The first is that it failed to show just how easy it is to write an adventure using Adlan. The structure of a program makes the writing of very flexible adventures an absolute doddle. I would like to show the structure but this is just a letter. Another quibble is that the review failed to show any of Adlan's better commands and features. The LINK command, for instance, allows the programmer to alter links between locations. Useful to deny access to a location unless the player is carrying something or has reached a certain level or has pulled a lever etc.

But my biggest quibble is that the review was very misleading when it stated that you could have up to 6,630 locations, 32,767 messages, unlimited words and 65,535 attributes. I know that the manual says these things and I know that the proviso of 'right up until you run out of memory' was included but the reality is very different to the statements made. At the outset you have about 36K of memory for your adventure programe, even on a 6128. Looking at the alleged 6,630 locations; to create a location certain information must be included and that takes up a minimum of about 85 bytes after compiling. My calculator shows that to have 6,630 locations we would need over 560K of available memory. Each location has

its own code number in the range *1 to *255 where * represents a letter from a to z. Doing my sums again I can see that there are 6,630 possible location codes to choose from but we can only use a comparative few. I don't think I need to discuss the 32,767 messages, the 65,535 attributes or the unlimited words.

I wish it were possible to load a new scenario by entering a discovered password or similar, from within an *Adlan* adventure, and get at all those 6,630 locations – but it isn't. The best that can be done it to take the password, run another program (level) and enter the password to gain access but that's simply starting from scratch in a different adventure which, as far as the program is concerned, is totally unrelated to the old one.

As a guide to Adlan's capacity; I have written a 188-location adventure with very little in the way of memory resident descriptions, only 12 objects and very little gameplay and I have about 500 bytes left. To increase the gameplay and/or objects I would need to reduce the number of locations. I prefer to have the descriptions loaded from disk only when the player types LOOK or when he/she enters the location for the first time – or both!

Before I finish, may I repeat that I find Adlan to be absolutely brilliant in what it does. There are some absent features that I hope will be included in future versions but my quibbles were not with Adlan. They were with the review's misleading and incorrect statements.

Phil Craven Bradford reviewed it. I wouldn't mind quite as much if you explained (or apologised!) for the fact that there wasn't a Master Game in AA54, or why there were two in AA57 and none in AA60, but just leaving it be isn't up to your usual brilliant standard of keeping us so well informed?

Edward Hieatt
Cambridge

AA: It is nice to have a Mastergame and several Raves in each issue. However if we were to stick to this rule rigidly, we would be awarding games with titles we think they do not really deserve. Sometimes there is a deluge of great games and other times there is a

Games. Now I've always thought that in each

issue there is supposed to be one Master Game and at least one Rave. I can hear your reply:

Chase HQ and P-47 Thunderbolt were both as good as each other, and we couldn't decide

which should be the Master Game!; but then,

why not wait until the summer when there

aren't quite as many good games around, and

review it then? This applies especially to

Turrican, as it wasn't even finished when you

There's no way we would hold games over for future issues because our readers want to be able to read the reviews before they go out and buy the games. We want to see games as soon as possible after they'r e finished.

dearth. If we slavishly stuck to the notion of

awarding one Mastergame and one Rave per

month, our ratings system would become a

• Global heart-warming

nonsense.

Thank you ever so much for printing my letter (AA60). I've never received so much mail in all my life, that wasn't a bill or a time-share deal.

...............

Firstly I would like to thank all you at Amstrad Action, and secondly all your readers who wrote to me. I never knew what effect was achieved from a simple letter.

I've built my ROM board now and it works wonderfully, now all I've got to do is obtain a cheap 3.5-inch drive!

My situation has now changed since I last wrote, and I have been accepted onto a Higher National training scheme, and am studying HNC electronics and micro-processors, with a good chance of a job at the end of it.

A lot of the letters I received were for technical enquiries. Although don't mind answering them, I wold like to ask your readers if they could enclose an SAE or at least 20p for the price of a stamp, as the thank-you letters I sent out cost me a small fortune to post!

Anyway thanks very much to you all, it's very nice to know there are still helpful people about.

By the way, the vacuum cleaner idea didn't quite work!

Victor Walton Bedford

AA: It was nothing.

plans to make another Dizzy?

My hit squad Wonderboy suffered the computer disease flicker-all-over-the-screen-itis, so

I took it back. The shop swapped it and that copy had the same problem.

What's wrong?
Is it the game, the computer or is it my eyesight?
And finally (at last) does anybody know how to get over

the first obstacle in *Moto Cross?* (don't laugh, it's not funny).

David Bartlett Newport

AA: If anyone can help David, drop us a line, or, if you have any tips for him, send them to Cheat Mode at our usual address.

Mad as a small village

I am writing to berate you on your total lack of social conscience. Whilst the rest of us are having to tighten our belts, you persist in expanding the quality and size of the AA magazine. It has got to stop. Doesn't your editor know there's a war on (almost). His function should be to cut, slash and cut again, and never mind the blood.

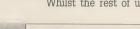
That's all I have to say. I'm off to do some severe editing on a pork pie and a pint. I hope my words do not fall on deaf ears. If they do I blame it all on that chap Sony Walkman.

J Keneally Exeter

AA: Ah, you may well complain about the cost of small dirigibles! Anyway, I've never been to Pontefract. Now what was the question?

Reviewing the standards

It's getting worse and worse. Yes – I'm talking about AA's games reviews. In issue 54, there were two raves, Chase HQ and P-47 Thunderbolt. According to the reviews, these games were both of Master Game standard; yet there wasn't a Master Game in the entire issue. Then, in AA57,there were two Master Games, namely E-Motion and Turrican. And in AA60, there weren't any Raves or Master



Is Exeter full of

madmen?



The Magic of the

FUJI-RD SAFETY

RD SAFETY

19A 19B

20 E 21A 22B

20 E 21A 22B

Everyone's heard of the book-ofthe-film, but what about the game-of-the-film?

Increasingly, software houses are turning to big-name films as the basis for their computer games – and as Christmas draws near we can expect to see a whole flood of cinematic offerings appearing on the Amstrad.

This month we trace the history of licences, where they've come from and where they're going. And how the humble com-

puter owner can be transformed into an on-screen superhero, vanquishing evil and righting wrongs in a film-watching, games-playing future where you are the heroes, and you decide the outcome...

ilm licences are becoming the life-blood of the computer games industry. Licences are currently being released at an incredible rate. Virtually every film with an ounce of violence or excitement will later appear as a computer game. Why?

Well, a cynic might argue that it enables software producers to lift someone else's idea rather than generate one of their own. Or that producing a game-of-the-film lets them cash in the popularity of the original. And that may be true – but it doesn't explain why people buy licences in their droves.

Perhaps the answer is that a computer game based on your favourite film lets you relive the plot? Members of the audience are meant to identify with the protagonists in a film, so maybe a computer game lets you take that feeling one stage further. It may be that while you're watching a film you can pretend to be a superman, but while you're playing the game you are that man...

March of the inevitable

Film licences were bound to occur sooner or later. Films have for a long time shared the

 The Star Wars series spawned a whole succession of popular computer game spin-offs. ▼ same background as many games, such as deep space, with its hordes of fairly-easy-to-destroy aliens or mythical lands peopled by not-too-hard-to-wipe-out orcs.

Ideas and themes from films were being nicked long before the games were sold as film tie-ins. Remember the light-cycle competition in Disney's *Tron*? A plethora of "make your opponent crash into your solid trail" games appeared suspiciously soon afterwards. Other stolen ideas were the tunnel-flying X-wing fighters in *Star Wars* and the tree-avoiding hoverbikes in *Return Of The Jedi*.

Spin-off city

In the '70s, film producers realised that merchandising (the production of T-shirts,

models and other goods smothered in the films' characters and logos) could make as much money and the box office receipts themselves. With those dollar signs flashing in their eyes, it was only natural that cinematic

entrepreneurs should sell the game rights for huge sums to the biggest software companies. These people, dollar signs flashing in *their* eyes, could then do whatever they pleased with the characters and scenarios (within



Aliens the film was atmospheric and terrifying. Aliens the game (90 per cent, AA17) was every bit as evil...



FROM CELLULOID TO COMPUTER CHIP

What do software companies do with the licences once they have acquired them?

The first job is to decide which parts of the film are suitable for transferring from the silver screen to the monitor. Generally, the programmers will extract one or more action sequences from the film and modify them to provide exciting arcade fun. There must be a strong resemblance to the film, so graphics and sound are very important. Unlike other games, people will know what is being represented because they've seen the film. Therefore the designers are under great pressure to make the game look like the movie.

Ocean's Batman, for example, was a visually very impressive movie. It had a distinct style which was almost impossible to copy faithfully in the game. However, the game still managed to look good and play beautifully in its own right.

The Untouchables, also from Ocean, is another game which works nicely, having been taken from a stylish film swathed in Armani suits and designer violence. The

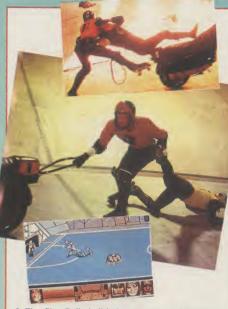
because we've all seen films of batflappingly Vampirical goings-on in terrifying dark castles, so we provide

much of the background atmosphere ourselves. It doesn't matter that the game isn't based on a single film because they're all so similar. Skate Wars, from the same French company, is another such game. You cannot help but be reminded of the hard-hitting Rollerball movie.

Meanwhile, the Indiana Jones school of precarious adventuring has also led to a glut of 'dangerous' games. These, such as *Rick Dangerous* itself, are often excellent, and do not suffer because there hasn't been a multi-trillion dollar film starring a man with a scuffed hat of the same name. Rather, they benefit because association with the famous man (with or without his dad).

Possibly the greatest scope for computer game

These last four are (or will soon be) available for the CPC. However, many CPC owners are not able to



• The film Rollerball led to a general fascination with violent futuristic sports. Ubi Soft's Skateball is just one computerised example.

These became very popular in the west, and even led to large numbers of people taking up various martial

arts, possibly with a view to crippling their neighbours.

The release of such films was severely curtailed after a while, possibly because too many neighbours were getting crippled. But the genre has survived, especially in the United States. The effect of films on the populace must not be underestimated. There are a large number of kickem-ups around now, all spawned from the Lee films.

The film Teenage Mutant
Hero Turtles is nearly here.
So is the game. So is the
Total Recall game.
Nightbreed, the horror film by
Clive Barker is another major
release coming to the
Amstrad. It boasts more
mutants than the villages
around Sellafield, and should
prove spectacular.

Nowadays, the games licences are snapped up as soon as the film is made. Work proceeds quickly on the writing, so the finished product can be released while interest (and hype) surrounding the film is still rife. Just as films are now out on video almost as soor as they've stopped showing at the flicks, so you may be playing the computer version of the latest block-





• Batman – The Movie made an excellent transition to the computer, while Bruce Lee's exploits led to a whole new martial arts game genre.

Ghostbusters series is another example of how to do great movie tie-ins, but also how not to. The original Ghostbusters left a little to be desired (ahem), but Ghostbusters II was a corker.

Many games merely 'borrow' ideas from films. These, like the films themselves fall into several categories:

Firstly, there is the 'classic' genre. This includes horror films. Ubi-Soft's Night Hunter worked

spin-offs is the current trend for Cyberpunk movies. This is the name given to the ultra-expensive, ultra-realsitic and ultra-violent science fiction films from the United States.

Bladerunner, set in 2019 Los
Angeles, really pioneered the style.
This was followed by Terminator,
Aliens, The Running Man, RoboCop,
and a cute little fable entitled Total
Recall (yet to reach the CPC) – a
story of quiet Martian folk, patchy
forgetfulness and extreme violence.

see the original films at the cinema because of their 18 ratings. Playing the games is one way to experience the action, whatever age you are.

Nowadays, virtually every action film released will soon be showing on a CPC near you. The one thing have have in common is violent action. This is the stuff of which shoot-em-up and beat-em-up games are made.

There was a trend in the '70s for Bruce Lee eastern combat films.

whatever limits – if any – laid down by the copyright owners).

The origin of the species

So which films have been made into licences, and what sort of games were they? Way back in the early mists of time, when AA was but a newly-born babe, licences were already going strong. The November '85 issue carried reviews of A View To A Kill, the James Bond

film tie-in, and also *Bruce Lee*, based loosely around every film the diminutive oriental death-machine made. Both were good games.

May '86 saw Rambo appear as an arcade game. It was written quite a while after the film was released, so interest had waned. The film itself did not get a particularly good review in Action Test, either. Later in '86, a game version of The Fourth Protocol appeared. It was excellent. Even then, film

licences were part of the staple diet of games players – but the true impact of licences was yet to be properly felt.

Licence and be damned?

The beginning of '87 saw Aliens, Top Gun and Short Circuit games hit the shops. They were all playable enough, but Aliens was a cut above the others. Then a sad thing occurred. Cobra, based on the Sly Stallone film, appeared

as a game. It was dire. Big Trouble in Little China came out, as did Howard The Duck. Both films bombed out at the cinema in varying

degrees, and both games did similarly in the games marketplace.

Basil The Great Mouse Detective was another film that didn't establish the cult following it intended to. The game, however, was good fun, proving

that the quality and popularity of a game isn't dependent on that of the film. May '88, and both *Platoon* and *Predator* came out on the CPC. *Platoon*, which possibly wasn't the ideal film to make a game of, was very impressive. *Predator* perhaps seemed better game material, but didn't win the approval of the blood-thirsty *AA* team.

The pace hots up

The end of '88 and the start of '89 bore witness to many new film licence releases. The Empire Strikes Back, Live And Let Die, Return Of The Jedi and, not to be outdone, Rambo III. All were good, (except possibly The Empire Strikes Back). If nothing else, it was more and more obvious that buying licenced games was becoming some assurance of quality after all—most of the time.



THE GREAT ESCAPE

The cinema has enormous power over its audience. For about two hours the viewers are captivated, concentrating on the story unfolding before them on the huge screen. There are lavish multi-million dollar sets, wraparound soundtracks in Dolby stereo, your favourite stars and realism which makes the world outside the Exit doors seem pale and drab.

That's what the majority of films are about – escapism. The need to escape from a dreary, humdrum reality into a more exciting, more vivid and more fulfilling world. A world where half-hour battles with the DSS are replaced by frantic sword-

slashing dragon-slaying, where villains can be killed and VAT men would not be tolerated. A world where everything is simple – all you have to do is survive, and win.

To look convincing and attain style, a film need teams of designers, writers and special effects men. Their imaginations work overtime, but the end results will generally knock you for six. So it's hardly surprising that computer games programmers have latched on to this rich vein of heroes, villains and scenarios.

So good sound and graphics are vital to licenced games. But this is true of all games. What

makes licences worth the extra money spent on them? And why are they so popular? The answer is possibly that films no longer just tell stories; they create alternative worlds which ooze believability. The amount of imagination needed to submerge oneself into this other reality grows less and less as films do more and more of the work for you. If you have been captivated by a film, you will automatically transfer the aura of the movie onto the game.

As long as the game retains the essential atmosphere, you supply the background imagination, lifted directly from the motion picture, yourself.

TOO DAFT FOR WORDS

What makes a good licence? Noone seems to know. Certainly, there have been more than a few games that fell at the first as someone, somewhere, realised that they were just too, too awful to live.

There was the Eastenders game, for example, where even now no-one can understand the reason it was thought of in the first place.

And then there was the planned 'Man in Black' game, based on the exploits of that mysterious figure frequently seen diving from aircraft and somersaulting through the alps only to deliver a box of chocs to some daft bint in a bedroom. With a plot that thin, the gameplay was doomed to be virtually non-existent. Thankfully, it never happened.

And then there was the anonymous software house that hired a team of education pro-

grammers to write Friday the 13th. The results were on the pitiful side of bad, and the program was an embarrassment to its producers, who did their level best to smother it.

two? You'd have more luck with Ronald Reagan and a chimpanzee... (OK, so it's been done.)

And then there was the successful software house than planned a game around the air-



• Friday the 13th – a very gruesome film, and a very gruesome game (for completely different reasons).

And then there was the James Dean and Marilyn Monroe game that died quietly, presumably when the producers realised that one couldn't act and the other couldn't talk. And can you imagine a plot involving those

craft carrier USS Nimitz. The game was four years in the making and still never made it to the shops.

The Nimitz is still afloat. The software company isn't.







Kerpow...!

us).

Christmas last year, and Batman - The Movie was taking everyone by storm. It was a great licence, taken from a great film. The new year was ushered in by Moonwalker and Ghostbusters II. Moonwalker was relying on Michael Jackson imagery rather than violent arcade action, and the game was good. It didn't need hordes of baddies wandering into your gunsights to make it interesting and addictive.

As 1990 progressed, The Untouchables appeared. A stylish film, and an excellent game, it retained much of the class of the movie. Then Beverly Hills Cop op op any spired many spired m came out on the CPC. The filr was released way back in 1985, so the game had to rekindle some of the interested originally

generated in it. The man. By September, Back To The Future II was available. It sadly did not really li up to the promise, mainly because it was that most loathed of Amstrad product -

THE SMALL SCREEN

SAFETY

felevision is also a fertile round for the programme. The eventure for acquiring icences from television sho similar to that of feature films. The costs are nearly always much lower, and so can be afforded by smaller software companies. This can mean that there is less pressure on the designers to produce a 'stan-dard' big-selling game, so they might go for some originality instead. They might also go for a TV program so unutterably naff that nobody in their right mind will play the game...

FUJI-RD

Cartoons have always been viewed with affection by programmers, perhaps because of the similarities between com-puter graphics and cartoon animation. Road Runner, Yogi Bear and Mickey Mouse are all cartoon characters who have found their way to the CPC. Tougher types such as Thundercats, The Real Ghostbusters and Masters Of The Universe have also made the transition. Games have also been produced about such off-beat shows as

a Spectrum port.

In other words.

graphically identi-

cal to the version

enough to begin with.

designed for the inferior

machine. And it was bad

rain, and that uncannily, acc

rate hard-hitting chronicle of school times, Grange Hill.
However, despite the attration of character licences like these, what do the software houses go for? Countdown.
A Question of Sport, Bob's Full House. For some reason which has consistently eluded every member of the Amstrad Action team unfortunate enough to have to review one of these TV quiz spin-offs, the software houses love 'em. This is one of the great mysteries of the uni-

By contrast, TV licences can be just as inspired and well-programmed as their film counterparts. You need look no further than Virgin's excellent Monty Python's Flying Circus, reviewed last issue, for proof.

So far, TV licences have been, as a breed, cheaper and naffer. It may be that they are simply lagging behind cinema offerings. Maybe software houses

think TV lacks the glamour of the cinema. Who knows. For the time being, though, TV licences remain the province of the bud-get market.



Future perfect?

And, having wended our way gently down Random Access Memory Lane, what have we learned?

> The quality of film licences can be hugely variable - more so perhaps than original games. It's almost as if some software houses, having secured a bigname tie in, feel they can then sit back any fob us off with any old load of dross (mind you, if you'd just spent a couple of hundred K on a film licence,

AMSTRAD ACTION



would you want to spend the same again on programming. copying and distribution?) and that it will sell in its millions anyway. To a degree they're right - although some famous lemons of yesteryear still keep coming back to haunt their owners.

Increasingly, though. we're seeing software houses produce better and licences. A couple of years ago, AA was constantly bemoaning the appearance of 'yet another' licence, rather than an original game idea. Now, though, licence quality is reaching the point where it's ceasing to matter. We've all heard of 'chequebook journalism' well, hopefully that period of 'chequebook' programming' is

More than that, though, as computer technology and techniques advance quicker than we can follow, the boundaries between the different media - films and computer games - may grow ever more blurred. Film and TV authors do not always have total control Yogi, the Munsters and Tintin. over their efforts. For example there's the American

phenomenon of the film with no ending - viewers phone in to say whether they want it to

have a happy or a sad ending, and the one that gets the most votes is the one that's screened. And then there's the Yorkshire TV soap that's written by its viewers! At the end of each episode, viewers can immediately rush off to put pen to paper and produce next week's script

themselves...

behind us.

At the same time, the huge storage capacity of optical disks and the ever-increasing use of CD-ROM drives already promise a whole new generation of interactive entertainment. By these means, realistic films stills and ultimately entire animated sequences can be controlled not by a scriptwriter but by viewers themselves. A combination of video images and computer-controlled viewer input could lead to a whole new style of entertainment, where the viewer becomes the hero, and saves humanity, the world, the universe themselves, and doesn't just watch some overmuscled hulk doing it himself. CD technology has been used as far back as '87, when Dragon's Lair appeared in the arcades. This was a game con-

trolled by a computer but accessing a laser disk for its animated

You ended up sequences. watching a cartoon where you had to solve puzzles yourself before your cartoon character could move on. The game was converted to the CPC, where it scored only 67% because of its rather 'linear' gameplay, but the writing was on the wall. The arcade machine had you playing something half way between a game and a film, even then. So far, no-one else has picked up on the principles involved to generate

even more game/films with more complex, deeper plots, but it can only be a question of time, especially as the technology

becomes more and And on a more

frivolous note, what if an interactive 'movie' game let you redefine the lead character? What if you could replace it with a digitised image of yourself?

 and potentially more exciting than - films. In game, with the а

prospect of success, of course, comes the possibility of failure -

realistic

Moonwalker

Ghostbusters II

The Untouchables

Beverly Hills Cop

Hunt for Red October

Back to the Future II

more accessible.

Games are subtly different to

A View to a Kill Domark AA2 67% US Gold AA2 88% Bruce Lee 887 14% Blockbusters Macsen Ocean AAA 58% Rambo AA10 Dambusters US Gold 61% Bladerunner CRI AA11 60% Mirrorsoft AA11 81% Biggles The Fourth Protocol Ariolasoft AA13 24% Piranha AA16 70% Nosferatu Electric Oreans AA17 90% Aliens Martech ΔΔ17 51% Tarzan The Great Escape Ocean AA17 66% AA17 Top Gun Ocean 60% Highlander Ocean AA18 48% **Short Circuit** Ocean AA19 86% AA20 Cobra 30% Ocean Big Trouble in Little China Electric Oreans AA21 64% Howard the Duck Activision AA23 31% The Living Daylights Domark AA24 68% Death Wish III ΔΔ25 30% Gremlin Indiana Jones and the Temple of Doom US Gold AA27 72% Flash Gordon MAD AADR 520/ Gremlin AA29 70% **Basil the Great Mouse Detective** Plateon Ocean AA32 82% Predator Activision AA32 43% Mickey Mouse AA36 Gremlin 87% AA38 The Empire Strikes Back Domark 51% Live and Let Die Domark AA39 80% AA41 Return of the Jedi Domark 82% Batman - The Caped Crusader AA41 74% Ocean Rambo III Ocean AA42 67% Superman Tynesoft AA46 63% Red Heat Ocean **AA48** 67% AA49 76% Licence to Kill Domark Indiana Jones and the Last Crusade US Gold AA49 83% **Running Man** Grandslam AA49 29% Batman - The Movie Ocean 90%

TV TIME: THOSE SMALL-SCREEN SPIN-OFFS

Zorro	US Gold	AA4	76%
Countdown	Macsen	AA9	56%
Batman	Ocean	AA8	93%
٧	Ocean	AA11	43%
Dr Who and the Mines of Terror	Micro Power	AA11	57%
Knight Rider	Ocean	AA14	18%
It's a Knockout	Ocean	AA15	17%
Trapdoor	Piranha	AA15	87%
Miami Vice	Ocean	AA18	24%
Grange Hill	Argus Press	AA20	74%
Road Runner	US Gold	AA26	74%
Thundercats	Elite	AA27	90%
Through the Trapdoor	Piranha	AA29	62%
Yogi Bear	Piranha	AA29	66%
Blockbusters	Domark	AA30	47%
Masters of the Universe	Gremlin	AA30	42%
Krypton Factor	Domark	AA31	59%
Question of Sport	Elite	AA44	60%
Real Ghostbusters	Activision	AA44	57%
Run the Gauntlet	Ocean	AA45	80%
Thunderbirds	Grandslam	AA47	90%
Bob's Full House	Domark	AA48	58%
Tintin on the Moon	Infogrames	AA52	44%
Yogi's Great Escape	Hi-Tec	AA57	68%
The Munsters	Alternative	AA60	33%
Mike Read's Computer Pop Quiz	Encore	AA60	39%
Monty Python's Flying Circus	Virgin	AA61	84%

just as interactive games players may save the world, they may also fail. Each film would be different, each outcome dependent on the skill and intelligence of the 'viewer'.

78%

94%

90%

69%

61%

52%

US Gold AA52

Activision AA52

Tynesoft AA54

GrandslamAA58

Mirrorsoft AA60

AA53

Ocean

All this may seem a bit far-fetched at the moment, but these things have a habit of creeping up on you. One moment they're idle speculation, the next they're an everyday reality.

Take last month's Mastergame Iron Lord - by the time you've completed the game, your adventures could have formed the plot for a film that would have been better than many a Hollywood invention! And as the Amstrad console takes hold, expect to see bigger and better film licences than ever. With the increased storage capacity and instant access of the cartridge system, long animated sequences and realistic graphics are destined to become the norm rather than the exception.

Games players have long been bemoaning the proliferation of licences over original games. Now, however, as the technology becomes available, the film licence may be coming of age. No longer do you have to simply watch the heroes - you can be one.



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wnzic wychius

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WHAT THE MAGAZINES HAD TO SAY...

AMTIX
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- ★ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - Ultimate soccer simulation. 96%.

THE ACE - Brilliant. Buy, Boy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%.

ST FORMAT - What a game! Gem to play. Magic. 90%.

C & VG - Championship winning material. 95%.

GAMES MACHINE - Probably the best sports game ever. 92%.

COMMODORE USER - No other footie game can touch it. 90%.

AMIGA ACTION - Surpasses all other football games. 93%.

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Forum

A problem shared is a problem doubled - so ask the doctor if you're troubled

Maxam mayhem

I have recently purchased Romantic Robot's RODOS v2.19 with the intention of using the extra disk space to store more Maxam source files per disk

All went well until I tried to link several large source files together into one object file (using Maxam's 'READ' directive). Everything was normal until Maxam ground to a halt with lots of errors; it turns out that all source code after the first 'READ' is completely ignored resulting in the errors.

After much experimentation I came up with the theory that *RODOS*, when opening a file, overwrites some *Maxam* variables with an input buffer/header causing the poor thing to go wrong.

Also, RODOS doesn't follow the exit conditions defined in the Firmware Manual (for input routines) perfectly; perhaps this is what is confusing Maxam? It could also be that Maxam is doing something illegal that only works under AMSDOS not RODOS.

I even tried that same thing, except that the files were on an AMDOS disk; no joy here either – the disk heads tried to escape from the drive! Would ROMDOS/RAMDOS work any better, or is there a 'quick and dirty' fix that you (or some helpful reader out there) could suggest? Would it actually be any different with Maxam 1.5?

I have a 464, DDI-1 (no B-drive yet), Maxam, Utopia and RODOS ROMs. And a Multiface too (ho-ho!).

Help me Obi-Wan-Waring, you are my only hope...

John Girvin Belfast Northern Ireland

RODOS is an excellent operating system. Unfortunately, it's incompatible with just about every other program around. ROMDOS, on the other hand, works with many more programs.

As you don't have a large-capacity second drive, though, there isn't much point in using it. ROMDOS is primarily designed as an operating system for such drives.

Maybe there is a way of getting round the problem with John's existing ROMs. If anyone has discovered a way of doing this, then drop me a line

Relocation information

I have a piece of relocatable code that I need loaded into location &81FF, that is &3A00 bytes long.

Normally I would load the code into a completely different location and LDIR it into the area of memory where it should reside, but when I do this with this particular location the screen corrupts and the computer locks up.

Can you suggest a solution?

Marcus Fletcher Carlisle Cumbria

That particular area of memory is used heavily by the computer for system information. The jump blocks reside there, for instance. If those are corrupted then I'm afraid the computer won't operate correctly.

If you don't require the jump blocks, i.e. you aren't going to access the computer's ROM routines at all, then it is possible to use the memory.

Firstly you must disable the interrupts (or re-direct them) as the interrupt routine makes extensive use of the ROM. Then you should make sure that the stack is in a safe place. Something like this should do the trick:

	ŊΤ		;Stop those pesky interrupts	
	LD	HL,&81FE	;Or some other safe place	
	LD	SP, HL	;Move stack	
	LD	HL,&4000	;Or wherever you've stored the data	
	LD	DE,&81FF	;Re-location address	
	LD	BC,&3A00	;Length of code	
LDIR			;Move the code	
	JP	&81FF	;Start your program	

Fitting questions

I am seriously considering upgrading my 464 to the new Plus model. The only problem, will all my add-ons still fit?

I have: printer; disk drive; 64K RAM pack; mouse interface; MP3.

If not, could you please tell me how I can get hold of the new versions and leads.

Adrian Hopson Broxbourne

I'm afraid that NONE of your old peripherals will plug directly into the new Plus. This is because Amstrad has used better-quality connectors for the new range. HOWEVER, I would imagine that third party manufacturers will be coming up with products to enable connection to the old peripherals any day now. Indeed, I understand mail order supplier WAVE has something on the go even as we speak.. Check out the Amscene pages this ish...

Upwardly mobile

I have recently been reading the September issue of AA, in which the pages on the new Amstrad Plus range caught my eye. I then began considering having my CPC464 "upgraded" as you put it, to a 464 plus colour range. This, according to the table, would cost £230, and I thought that this was quite reasonable. Then the notes at the bottom of the table read, "These second hand CPC prices are based on estimate of half the original retail price." Does this mean that if I was to have my computer upgraded to a new 464, that I would get a brand new one in exchange for my CPC 464 Mono and £230?

Another reason that I have written is that I would like to know if the Citizen 120-D printer is compatible, and if I would be able to purchase a disk drive for the 464 Plus colour. If I was to purchase the new computer, where could I have this "upgrading" done?

I would be very grateful if you could reply with the information I require.

Glenn Dunkerley Royton Lancashire

We may have got our wires crossed here. No-one is actually offering an upgrade ser-



● The CPC-Plus 'upgrade costs' quoted in AA60 were simply based on what you might expect to get yourself from selling your old machine.

vice, we were just listing how much it would cost if you sold your old machine and bought a new one. The estimates of second-hand value we made were only that. We reckoned that the going rate for a second -CPC was about half its original price, but you could well get a better deal than that. If you managed to sell your machine second-hand, and got £100 for it, then you'd need another £230 to make it up to the £330 purchase price for the new model

The Citizen 120D is compatible with both the old and new machines.

We don't know if Amstrad will be producing the necessary interfaces to allow the 464 Plus to connect to an additional disk drive. In any case, it would be cheaper to go for the 6128 Plus in the first place, and by doing so you would get an extra 64K into the bargain.

Light Entertainment

Firstly, I would like to pay my compliments to all your editors, reviewers, etc for producing a first-class magazine.

My main cause of writing is to ask for any answers to my problems. It involves my CPC6128 and my light gun. When I play with my 'Light Phaser' on my green screen monitor,

it plays very well. But when I play on my 18-inch colour TV set with modulator, the gun fires indirectly at the screen, making it miss all the choices of games.

This is bad because I would like to see the games in colour. Therefore I turn to vou.

Would you be able to print out where I can get a D.I.Y. Sonmax Sureshot Joystick reviewed in issue 57?

Tony Lam Wootton Bassett Swindon The lightgun is designed to work with a small screen (12-14 inches). If you can borrow a portable telly from someone then you should be able to play. If not, then tough. Sorry.

Sonmax resides at: Unit 21, Parkside Industrial Estate, Edge Lane Street, Royton, Oldham, Lancs.





• Where can you get one of those DIY joysticks

should I get Pandora or Sprites Alive? I would like it as flexible as possible, can you help?

Jamie Hastings Woodthorpe Nottingham

I'd go for the assembler every time, Jamie. It's much harder to learn to program in machine code, but the results are infinitely better.

Console query

I am thinking of buying a Sega Megadrive but keeping my CPC for programming, and I wondered, could you use an Amstrad CTM640 monitor with the SCART version of the Megadrive?



A Sega Megadrive should work with your Amstrad

Would the fact that the Amstrad monitor has got a power pack in itself rather than in the computer make any difference?

If this does matter, could you tell me any other console that is compatible with my moni-

M Hill **Patchway Bristol** As long as the Sega has RGB output then you'll be able to connect it to your monitor. However, you won't get any sound as the monitor has no speaker.

Take the connection diagrams in your manuals to a local electronics shop. They should be able to construct the necessary leads for you.

All consoles with RGB output could feasibly be wired to your monitor - minus sound. That includes the new GX4000 from Amstrad.

Colour supplement

At this moment in time, I am considering buying a printer for my CPC464. So here are a few questions:

- 1. What is the cheapest colour printer for my computer?
 - 2. What is the best-quality colour printer?
 - 3. How much does the printer lead cost?
 - 4. What is the best art package (tape)?
- 5. Is it possible to get the Advanced Art Studio on tape?

Thanks and, by the way, I think AA is brill and I couldn't live without it - slurp, slurp, grovel etc...

Jimmy Brackenridge

The Star LC-10 (colour) is the cheapest. You could pay thousands for a colour printer. I would recommend the star as being excellent for its price.

The lead you require is the Amsoft PL-1. It costs £15, but other manufacturers will sell you a compatible lead for around half the price.

Advanced Art Studio is available on tape, but you'll need 128K memory to run it

(that means you'll need to buy a 64K RAM expansion. Both are available from: Electronics, Datel Fenton Industrial Estate, Govan Road, Stoke-On-Fenton. Trent, England (0782 744707).

● Art Studio - the best art package for your CPC.

Handy Tandy

In reference to Karl Parrish's letter in AA59's Forum regarding the TANDY DMP/110 (nice picture of the TANDY/422 lads!), I thought he could do with a little advice. I work for Tandy's branch in Evesham, and have had an Amstrad 6128 for a few years now. After checking with our computer buyer at head office, he advised me that if you want a manual for your printer, order it through National Parts.

There are two ways of doing this:

- 1. Ring the Warehouse on 021 5566101 and ask for National Parts, get a quote for the manual and P&P and order by post.
- 2. Go into your local Tandy store and ask the manager to order it through National Parts for you. (It might also be possible to order rib-

Speech problem

I recently purchased a Dk'tronics speech synthesiser and stereo sound booster. I loaded Captain Blood, listened to the music, I then loaded Laser Squad, everything was fine until I fired my MS Auto Cannon - a buzzing sound came from the speakers. I turned the computer off and then back on and tried a few games, then I tried Laser Squad only to have the same thing happen again.

What is causing the buzzing? Is there something wrong with my 664? Laser Squad is the only game that buzzes.

Michael Dickinson Manchester

There's nothing wrong with your 664 (that a sledgehammer couldn't sort out), it sounds like just a peculiarity of Laser Squad to me. It's probably doing something that it shouldn't. If it's annoying you, unplug the unit before playing Laser Squad. Otherwise, don't worry about it.

Assembly Point

I can program in BASIC but it is too limited to write good quality games above Spectrum standard.

Should I spend £50 on an Assembler or



 Should you get an assembler or an extended BASIC for games writing?



bons for your printer if you are having problems finding them.)

If Karl has any other queries he is always welcome to write to me regarding anything, and I will see if I can help him. All the best with AA, which is going from strength to strength.

Mark Crawley
4 Norval Cresent
Main Street
Offenham
Nr Evesham
Worcs WR11 5RH

Thanks for the information Mark, I'm sure that Karl will find it useful.

No joy with joysticks

I have had my 464 for over three years and it has never given me any trouble, until now. The joystick port doesn't seem to be working properly. We have two new joysticks, and Left doesn't work on either of them, although if you wiggle the joystick connection it works for a while.

The joysticks are different models and makes and I suspect it is probably a loose pin. Is there any way it could be fixed without having to go to an expensive computer repair shop? If not, about how much would it cost to repair?

I also, have some questions about the new Amstrad Plus range and the GX4000.

- 1. How much will games for the console cost? I am planning to buy the console but if games cost over £20 I wouldn't be able to afford it.
- 2. Would it be possible to hook up the console to an 'old' Amstrad colour monitor?
- 3. How many colours are available onscreen in Mode 1 on the new Amstrads?

I would greatly appreciate a reply to this letter in your brill magazine.

Aiden Wilson Shannon Co. Clare

It could be a dry joint on one of the connections between the joystick socket and the circuit board. You should only attempt the repair if you're confident that you can use a soldering iron without splattering solder all over the place and making a terrible mess of the insides of your computer.

Heat up all the connections and apply a



• Is your joystick not working properly? It could be your 'stick, or it could be the joystick port...

Go green

I am very annoyed with AA. Why? I will tell you why. None of the games reviewed in the September issue of AA mentioned what these games were like on the Green Screen. Being a Green Screen owner I like to know what games are like on the Green Screen before I buy them so that I don't waste money on something that is unplayable.

The second thing I would like to point out in this letter is that there should be an AA Type-Ins book with all the AA Type-Ins from issue 1 in a book with two or three cassettes to hold all the programs in the book.

After all, if Uncle Phil can have a *Cheat Mode* book why can't Prof Adam have a *Type-Ins* book?

The third and last thing I would like to say is that when is someone going to write a program for the 464 to allow the 464 to use all the 6128 commands (like MAXI-

RAM which lets you use the CLEAR INPUT command)? Thank you for listening to my daft gibbering.

Neil Quinney Alloa Clacks



 What's happened to the old green-screen comments in Action Test? Serious types with mono monitors won't be ignored, never fear.

After long and careful deliberation, we have decided to drop the green screen ratings from our games reviews. There are a number of reasons for this, mainly to do with the introduction of the new machines

The mono version has a

white monitor. It would be too confusing having both colour, green and white screen ratings.

We only have a limited amount of desk space here, and the new machines mean that we just don't have enough room for the old green screen machines. (Don't worry, they've gone to good homes.)

Rest assured that if we reckon a game will be particularly bad or unplayable on a green monitor, we'll mention it in the main body of the review

A Type-Ins book? I'll consider it, but to be honest I don't think that there'd be enough interest to warrant one.

SuperBasic, published in AA51, offered many of the extra commands found on the 6128. However, it would be nice if someone wrote a complete 6128 emulator for the 464. How about it, chums?

fresh dab of solder to each one. If that doesn't fix it then you'll probably need a new joystick socket (available from electronics stores). This is an even more difficult job as it involves desoldering the old socket, and then soldering in a new one

If you have any qualms whatsoever, take it to a repair shop. It's only a small job, and shouldn't cost too much.

As for yuor console queries:

- 1. I'm afraid that games will be around the £25 mark. I appreciate that this is expensive, especially when compared to existing CPC games. However, cartridges are far more expensive to produce, and any console will have expensive software.
- 2. Yes it's possible, but you'll lose the sound.
- 3. The screen modes are exactly the same. The improved graphics come from the choice of colours, and the sprites. There are still four colours available on screen, but from a palette of 4096. The on screen sprites add another 16 colours irrespective of the current mode.

Masterword mastered

After having typed in the program *Masterword* from *AA56*, it was not surprising that Doug Webb (Reaction *AA59*) was having trouble getting the checksums to add up in lines 1330 and 1390. The reason for this is that both lines are missing one character.

Line 1330 needs a "-" sign inserted after

the figure 2000, and line 1390 needs a "=" sign inserted after "d%(ch%)". The lines should now read:

1330 IF MID\$ (z\$,a%,1)=MID\$(w\$,a%,1) THEN righ%=righ%
+1:PEN 2:LOCATE 11+a%,1%:PRINT MID\$(z\$,a%,1);
SOUND 1,2000-(a%*250),9,1,1:w\$=MID\$(w\$,1,a%-1)
+" "+MID\$(w\$,a%+1):d(a%)=0

1390 chx=IMSTR(w\$,1\$):IF chx(>0 AND dx(chx)=THEN PEN 1:LOCATE 11+ax,1x:PRINT MID\$(z\$,ax,1):w\$=MID\$ (w,1,chx-1)+" "+MID\$(w\$,chx+1)

Secondly, the *Monty on the Run* tape poke in *AA50* (written by Phil Howard) has a bug on it. Every time Monty falls into water, the game crashes. The screen freezes all action, but the soundtrack continues. No amount of banging the keyboard has any effect.

Thirdly, the *Poke It* type in (AA59) doesn't seem to work properly on my 6128. Would I be right in saying that *Poke It* only works with the games that can't detect a switched-on Multiface II? When I tried using *Poke It* with my *Rainbow Islands* disk, I got a Read Error message).

Finally, is that unsung classic *Lost Caves* a multi-load game?

Matthew Bayfield Gravesend Kent

Whoops! It wasn't me, it was the other three! Don't fall into the water then.

Poke It will only work with games with very simple protection. Anything complicated throws it.

Lost Caves is not a multi-load game. It's amazing how the programers managed to fit so much into only one load. I have only the greatest admiration for them. In fact, I would say that this excellent game... (That's enough plugs - ed.)

Room for ROM

In your magazine page 28 I found the article "So What's New?". As I have an Amstrad CPC664 and would like to upgrade it by using the ROM. I have looked inside the keyboard and see that there are two chips in sockets and one soldered onto the pcb board and would like help.

- 1) Which chip do I change?
- 2) How and where can I get a circuit diagram?
- 3) Will it upgrade my computer to the 6128's memory?
- 4) When the chip is fitted are there any other adjustments to be made?
- 5) Where can I purchase the chip from and approximately the cost?

W L Simmons Marske-by-Sea Cleveland

The ROM chip is numbered 40010. You'd be hard pressed to get a circuit diagram from anywhere. To upgrade the memory you'll need an additional 64K RAM pack. You'll also need a disk drive to be truly 6128-compatible. Look through our adverts for a suitable source.

Mad as a mongoose

Yes, it's that person who writes those stupid letters to *Forum* which are too long. Is this an improvement?

Anyway, here are some Multiface tips:

If you've got *Insider* installed and you find that even when you switch your CPC off and on again, the *Insider* is still installed (because [a bit] like the stack, the Multiface RAM is not altered by BASIC) then simply turn the CPC off, unplug the MF then plug it back in. Yes, it's a nuisance but it's the only way if you want to save something.

You wanna find the version of your Multiface? Just press F0 when the menu comes up. R for return, then in BASIC, PRINT HEX\$ (version number shown) to find a decimal version of the number – mine's &7C.

I've solved all these "Dear Adam, I have a Multiface game on my 6128 but it takes up to 128K of memory on my disk" problems. If you've a 6128, then earlier versions of Multiface will not have the CLEAR option on the menu (see for yourself on the menu whether you've got it) that dramatically compresses the number of files from 8 to 4, as mentioned by some readers. Instead you can do a Multiface poke (See Cheat Mode for instructions). Here's the poke: &3A96,&01. Of course, 464/664 owners need not bother.

You know that entering B: before your Multiface filename will save the program to

Icon do that

I am at a loose end and I wondered if you could help. I am currently designing a program, on a CPC6128, which will be icon-driven. However, I cannot find a BASIC routing which will enable me to move the cursor (an arrow) around the screen without erasing whatever it has passed over. The cursor will be moved over a screen designed on The Advanced OCP Art Studio.

I have studied the listings of various programs, including *Smart II* and the 'Desktop' program by DW Software, but still without result.

I would be more than grateful for any relevant information.

I have been experimenting with 'PRINT CHR\$(23); CHR\$(1);' etc, as well as with ink modes, but still no luck.

Michael Morgan Woodsetts

It's a difficult thing to achieve in BASIC. You really need to resort to machine code to do that. The way it is done is to record the area

of screen where the pointer will be placed, before drawing the pointer. When the pointer is moved, the area is copied back and the process is repeated. £20 is up for grabs for a suitable Type-In...



• It's true - this crispy £20 note is up for grabs. Read on...

Drive B, but you can also use 1:, 2: up to 15: to change the user too. This could be useful to hide your files from prying eyes, but using two-digit numbers eats up (URGH!) four characters of your filename. Simply save this program:

10 [[drive A or B] : luser, [1-15] 20 run "urgh '4 letter file name! save "urgh! .no!

Note that "urgh.no" should change to your 8-letter filename which can also have a generous 3-letter extension.

Now for some easy questions:

1. These new CPC 6128 plus thingummys have a changed disk drive 2 port. Will Siren, Microstyle etc sell a (cheap) interface or lead? Is it true that you can't plug tape leads into the 6128 plus? Is the expansion port changed? If BASIC 1.1 is installed on ROM then have they taken the Tape commands out of the Disk ROM or summat?

2. Also, can you get an art program cartridge that can use the 4,096 colours, built-in

s that can use the 4,096 colours, built-

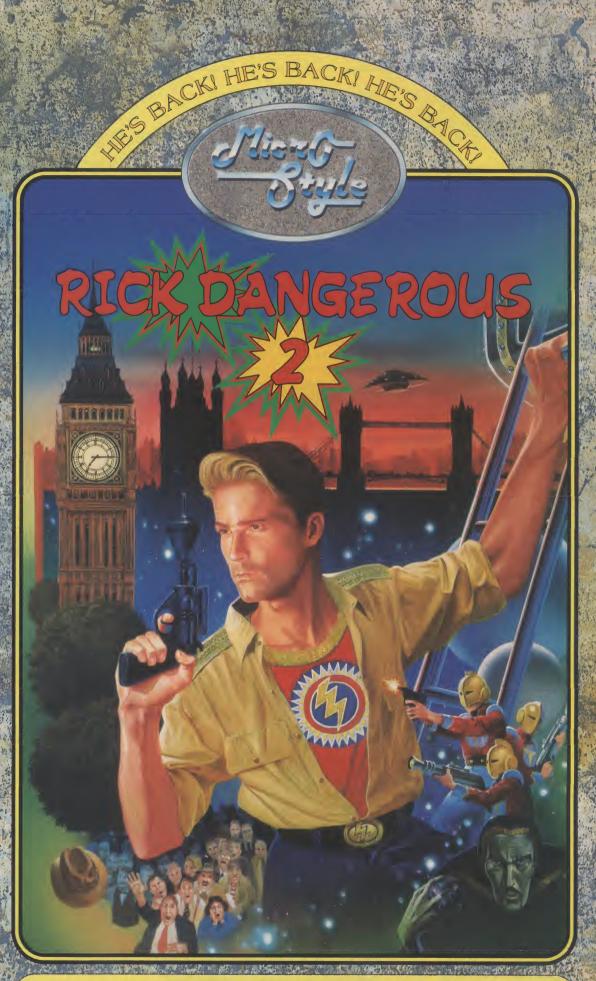
Mad as 'Mad' Jack McMad...

washing machine etc etc but will save your beloved piccies to disk or tape? Or is this impossible?

- 3. And will Amsoft start making firmware guides amongst other necessities again? Oh, and have AMSTRAD been selling DD1's cheap so they can make some nice creamy looking 3-inch MicroStyle (forgive the pun) Slimline ones!!
- 4. Why's my DMP2160 doing the same thing as Andy Brown's in AA48? How do I fix
- 5. What happened to the *Little Black Book*Pat McDonald promised because of severe
 Soft 968 shortages?

Russell Whitwell Ross on Wye Herefordshire

- 1. I would expect so, yes, yes and no.
- 2. I'm not aware of any art programs being planned for the cartridge, and would doubt that any are in the pipeline. After all, the cartridges are meant for games only.
- 3. I would think that Amstrad is going to jealously guard the secret of the internal workings of the new machines, so it's unlikely that a firmware manual will be published. However, if AA gets its grubby little paws on the information, then who knows... I think Amstrad sold off all those drives cheaply to make way for the new Plus range. The 6128 Plus does have a second drive slot, so I'd imagine that Amstrad has plans for a new drive.
 - 4. Who's Andy Brown?
 - 5. Who knows?



Rick Dangerous II.

The Man in the Hat is Back..

IN A FLASH!

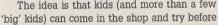
On the EFGDEVILLE.

News, views, previews, scandal, gossip... the place where we bring you up to date on who's who and what's what in the world of computer entertainment...

iggest news at September's Computer Entertainment Show - apart from the new Amstrad machines, of course - was the new console display unit designed by Amstrad to go into computer stores.

Styled like an arcade console machine, the unit has an eye-level monitor, a GX4000

attached underneath it and two games paddles. (The console on display isn't the one that does the work, but some mysterious workings inside, instead.) The main screen offers you a choice of games to try out, while the games themselves will be displayed on a rack lower down at the front.



they buy. And people who quite haven't

that should send sales of the machine and the software through the roof. We beat back the crowds from

look at the games running

Most were re-hashes of games already released on the Amstrad CPC, but there were some completely new ones too. Bearing in mind that many of the games were pre-production demos probably rushed through for the show, here's a little run-down of





Switchblade, but it looks set to be a stonker!

1: Crazy Cars II ● Titus

First reviewed in AA44, where it scored 82 per cent, this driving game puts you behind the wheel of a Ferrari F40. Your job? To smash a stolen car racket run by police officers. And how do you do it? By driving like a lunatic in one of the world's fastest production cars. Don't ask questions, just enjoy!



• Crazy Cars II, from those French funsters at Titus.

2: Switchblade • Gremlin

Whether or not we're going to see this wholly new

game on the console depends on discussions cur-

rently going on between Gremlin and Amstrad. If we

don't, it'll be a shame. You play Hiro, the last of the

Bladeknights, in a platform adventure where you must attempt to assemble the awesome Fireblade -

the only weapon which will defeat the evil Havok. Graphics are cute, small and well-defined, and it

plays very smoothly and well. It's all done in the

16 and 20 colours on screen at once.

Amstrad's four-colour mode, but by using the new

hardware sprites as objects, Gremlin is managing 8,

3: Fire & Forget II ● Titus

We reviewed this console game last issue. Another high-speed driving game, this time controlling your Thundermaster II, a car-cum-plane, in an attempt to stop a convoy of terrorists wrecking an international peace conference with a nuclear bomb. There are 60 different types of enemy to blast into oblivion before you can do it though!

4: Klax • Domark

This AA Rave scored 89 per cent back in AA50. In it, you have to stack up coloured tiles sliding towards you and then drop them down to form horizontal, vertical and diagonal lines of the same colour. But the longer you play, the faster they come down. And each successive level is harder than the last. Simple, but hugely addictive, and the console version will feature extra game backgrounds when it arrives.



we're promised extra levels, though.

5: Pro Tennis Tour • Ubi

This French tennis simulator scored 72 per cent back in AA53. The console version has even better graphics than the original, with the main players much more detailed but just as fast around the court

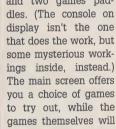


• Ubi Soft's Pro Tennis Tour gets excellent new

6: Tennis Cup II ● Loriciel

We previewed this tennis-game-with-a-difference in AA57. Unusually, the screen is split into two so that each person can watch their on-screen players from





The idea is that kids (and more than a few

decided whether to buy a console or not can be amazed by the graphics and stereo sound.

A great idea, and one

the machine on display at the show, and took a on it.



what was there:

the same perspective. The console version looks a hundred times better, with much more colour and high-definition players.



• Loriciels' Tennis Cup II - better sprites and more

7: Burnin' Rubber • Ocean

The first game Amstrad Action saw running on the new console, and the one given away with the machine, got a three-page review in AA60. It's a high-speed Le Mans-type racing game where you drive on and on into the night through some spectacular colour changes as the sun goes down. The crash sequence is amazing, the other cars and time limits tough.

8: Operation Thunderbolt **Ocean**

The conversion of the arcade game scored a massive 89 per cent in AA52. Not much thinking needed for this one, just a quick trigger-finger and instant reactions as you take on countless enemy troops, tanks and helicopters in a do-or-die hostage-rescuing mission.

9: Tin Tin on the Moon **Infogrames**

We weren't so keen on this one, back in AA52 - it scored a measly 44 per cent. It looked good, but was a bit shallow and boring to play. Are there any changes for the console version? We don't know yet...

10: No Exit ● ?

A bit of a mystery, this one, since we haven't been able to find out who's producing it! It looks like a martial arts combat game - and if the background graphics on this first stage are anything to go by, it should look excellent.



 Spectacular colour in No Exit – we don't know much about the gameplay, though.

11: Barbarian II **Palace**

Reviewed in AA44, where it scored 92 per cent and

the Mastergame accolade, this sword-wielding combat game won't win any prizes for intelligence but is quite tricky and great fun - especially the animated sequence when your hero or heroine is killed!

12: Batman - The Movie • Ocean

Scoring 90 per cent in AA51, this game-of-the-film is one of the best of its types for a long time. It has five levels, each one taken from a sequence in the film, and only the most skilled and dedicated gamester is going to make it to the end. Are there any changes to make the console version even better? We'll have to wait and see...

Activision pulls our

It's true - veteran games software house Activision is pulling out of the home micro market, certainly as far as the Amstrad range is concerned. A great shame, particularly since the company has brought us so many great releases, like Powerdrift (Mastergame, AA51), Ghostbusters II (Mastergame, AA52) and Fighter Bomber (Rave, AA59).

French jump the queue!

Whilst supping champagne at the Ubi Soft stand at the CES (it's a hard life sometimes, y'know), we noticed something. They had two Amstrad Pluses running the cartridge version of Pro Tennis Tour.

'What's so unusual about that?" you ask. Well nothing, except... where did they get their machines from? They're like gold dust in the UK - we've been trying to buy (yes, buy!) machines off Amstrad for weeks, but it keeps saying it doesn't have any yet. Amstrad France, on the other hand, looks as if it's got its act together already

Furious? We darned near choked on our volau-vents...

Formor Frenz

Amstrad's new GX4000 console and Plus machines have really set the cat amongst the pigeons with the software houses. It's not that they're not impressed with the machine – far from it! The problem is, do they release games on tape/disk and cartridge, or pick one or the other and miss out on possible Ocean reckons that games need to be rewritten more or less 'from the ground up' for the cartridge users, while Gremlin Graphics thinks that it's a fairly easy matter to convert games from one machine to the other. What the rest are going to do remains to be seen...

GALLUP CHARTS

FULL-PRICE GAMES

Gazza's Super Soccer

This chart is compiled by Gallup Ltd.

For all the latest preview news this issue, check out our special 3-page Computer Entertainment Show report starting on page 36!

You've seen the covermount (AA56), you've read the blurb - now buy the book! Cheat Mode II - The

Revenge is here...

ll you old timers out there must remember Cheat Mode 1, the collected hinting, tipping and poking wisdom of Amstrad Action's first sixteen issues. This magnificent 92-page epic was snapped up in its thousands by eager AA readers looking for a way to take the sting out of their fave games...

750

400

16

us 150

Well you ain't seen nuthin' yet. Cheat Mode II takes the best cheats from the last three years of Cheat Mode and crams it into 130 pages of absolutely essential info.

And as if that wasn't enough, we've gathered together 150 previously unpublished listings from such poking giants as Phil Howard, Mike Wong and Graham Smith.

Mind you, typing in all those listings is OK for practiced BASIC-bashers, but can be fraught for the rest of us... which is why Cheat Mode II is also available with cassettes containing all those pokes!

Cheat Mode II costs £9.99 on its own, and £11.99 with the two cassettes. Postage and packing in both cases is £1.45. All you have to do is fill in the order form below and send it off to the address printed - and you'll become the proud owner of the most important new work since... since... well, since Amstrad Action itself, dammit!

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ortant: Do you have any of the following games...?

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Yup, you've guessed. Every single one of these games gets the Cheat Mode treatment in Cheat Mode II: The Revenge. Unbelievable, isn't it!

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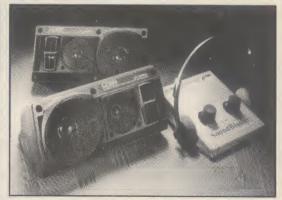
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HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: Helpline, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'load-sagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

I am offering (free) help on all five levels of *They Stole a Million*. If you have not been able to steal that million or if you require assistance on any other aspect of this game, I will tell you how it is done. P Barone, Martintop Farmhouse, Latimer, Bucks. HP5 1XB

Help! How do you complete *Cybernoid*? I have 2 million points (using cheats) but the same old thing always happens. I also have lots of old *AAs* inc. issue 2 and lots of old games for sale. Please help me. Rajinder Sehgal, 70 Park Road, Letchworth, Herts SG6 1PY

Wanted: Blue War submarine simulation by US Gold for CPC6128, disk only. Reward given to first sender of name and address.

Mr M Marsh, 25 Shakespeare Street, Kilton, Worksop, Notts S81 0QG

Will anyone swap a second-hand mouse for Dr Doom's Revenge, The Tolkein Trilogy and Scapeghost (all on disk). I am desperate. B Wickham, 90 Kingsdown Avenue, S Croydon, Surrey CR2 6QH

Multiface 2 wanted. Sensible price paid or swapped for Pandora, GAC and a game (464 tape). Philip Haddigan, 49 Main St, Fairlie, Ayrshire KA29 0AB

Teacher who has been asked to help extremely capable boy needs books describing the internal hardware of the CPC 464, e.g. the Firmware Guide or other books dealing with the main chips.

Carrick, 54 Stratford Road, Bromsgrove B60 1AU

I am a 464 user with 2 disk drives looking for penpals from anywhere. I have loads of games and user demos, also lots of utilities and adventures. Everyone will get a reply.

Malcolm McAuslan, 8 Everard Place, Hoppers Crossing, Victoria 3030, Australia

I have over 1,000 Multiface pokes for more than 700 games. Please enclose list (no longer than 25 games), and SAE. I can help on LOGO, BBC and Amstrad BASIC. I also own lots of catalogues and can give names of companies that stock soft-hardware.

A W Banks, Tickey Wood, Crapstone, Yelverton, Devon PL20 7PW

Please could someone give me the pokes for Operation Wolf and Operation Thunderbolt? Daniel Comber, Stablehurst, Horstead Lane, Sharpthorne, West Sussex Wanted: Multiface 2+. Swap for Brian Clough's Fortunes, Laser Squad, Bards Tale, Galaxy Force and Football Manager II. Also wanted: AAs 1-29 (swap for games or possible buy). Penpals also to swap and lend games (464).

David Hayes, 7 Glen Geran Crescent, Neilston, Glasgow G78 3QN. Tel 041 881 7268

Oi! Anyone willing to swap Bards Tale 1 or 2 or Laser Squad for Turbo Esprit, Bomb Jack, Commando, Frank Bruno's World Championship Boxing, Shanghai Karate, Endzone, Super Robin Hood, Guardian 2, Arkanoid or Space Harrier. Cheats wanted for X-Out and Super Wonder Boy and Nemesis. Got loads of cheats! Pokes! And maps! David Barta, 19 Padwick Avenue, East Cosham, Portsmouth, Hants PO6 2JL

Does anybody know where I can get the now-discontinued *DRGRAPH 2* for use with *Supercalc 2*? Please write if you can help.

Juliette, 84 Clyde Road, Didsbury, Manchester M20 8WN

Help given on all types of BASIC, using CPM, some machine code beating the computer at Chess, Viewdata, Logo and many other things to do with CPCs. Help is also available on Spectrum and BBC but I am Helpline is for readers wanting mainly concerned with CPC. I help, tips or penpals, or offering any of would like help on machine the above. No money is to change code, ROM routines, projects, hands, OK? This page is for free help RSXs and programming CPM. only. If you send in an entry asking for Please send SAE. Craig Holdstock, 7 Carline money for your services you're wast-

Craig Holdstock, 7 Carline Road, Lincoln, Lincolnshire LN1 1HL (0522 529726 except Sundays).

Pen pals wanted 12-14. Preferably male. Must have 464 and be able to swap games and must also have a tape deck.

Richard Westwood, 238a High Street, Chasetown, nr. Walsall, Staffs. WS7 8XH

Will swap Gazza's Super Soccer, LA Swat, Dan Dare, Ghostbusters and ATV Simulator for Operation Wolf.

ing your time and a stamp - it'll be

straight in the bin. On the

other hand, send in a cheque

for £5 and you could go in

Small Ads...

Richard Jarman, Forst Dene, Forest Hill, Sandiway, nr Northwich, Cheshire CW8 2AT

Help offered on most war combat and simulation games, and others. Female penpals wanted – over 18 years. All letters answered.

Peter Hall, 138 Craylands, Basildon, Essex SS14

I am offering free help for Gryzor, Renegade, Robocop, Barbarian, Operation Wolf and Roland In Time. I would also like a penpal.

would also like a penpal. Chris Tuckley, 20 Farbrook Way, Shortheath, Willenhall, West Midlands WV12 4SG

Has anyone got Double Dragon or Vigilante on tape?

Nick Lambshead, 59 Kingsdown Crescent, Dawlish, Devon EX7 $0H\Omega$

The subject I would like to help people on is pokes and tips on many games.

L C Oakes, 26 Hillcrest, Molescroft, Beverley, HU17

Penpal wanted age 9-10. Must have a 6128. I am willing to swap maps, tips, pokes and games. Also help needed on *Championship Sprint, Rainbow Islands* and *Conlinental Circus*. Help given on *Dizzy* 1,2 &3. *AAs* needed: 1-6,8-19,22,24,25,27,28,35 and 36.

Jamie Shailes, 3 Dennys Walk, Narborough, Kings Lynn, Norfolk PE23 1TA Has anybody got a copy of Rainbird's advanced Music System which they are willing to part with?

Nicholas Allen, 7 Hawkswood Avenue, Firmley, Camberley, Surrey GU16 5LH

Help needed on Level 2 of Platoon and poke needed for Ikari Warriors (tape) and any hints and tips for Platoon

Christopher Morris, 11a Kensinton Drive, Woodford Green, Essex IG8 8LR

Cheats wanted for Road Blasters, The Vindicator, Crazy Cars I and II. Please on Amstrad 464 tape only. Mr M J Williams, 78 St Pauls Road, Chichester, West Sussex PO19 3DB

Pokes for BASIC programs. Graphics and Music demos. Disk manipulation. Keen CPC 6128 users

J Woodall, 95 Huntsmans Walk, Acomb, York YO2 3.111

Wanted AA Covertapes. PD software on tape or disk. Plus any homegrown software. Send SAE if you want software returned.

John Wall, 20 Atlantic Avenue, Belfast BT15 2HN

Please can anybody send me the address of Citizen. Also, if you are considering purchasing the new Citizen Swift 9 then I would like to hear from you. All of your letters answered.

Henry Williams, 36 Collum End Rise, Leckhampton, Cheltenham, Glos. GL53 0PB

Cheats and pokes to exchange or buy. Pack of six:

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aged between 14-19. Can have any

aged between 14-19. Can have any computer (464/664/6128). Wish to swap programs and games.

I Jones, 14 Marcos Drive, Castle Bromwich, Birmingham B36 9ND

Desperately wanted. Rebelstar (464 tape) by Firebird. Will swap any of these games: Nebulus, Ikari Warriors, Ghosts 'n' Goblins, Nemesis, Captain Blood or Tetris. Or I will buy for sensible price (up to £3.00).

David Mitchell, 1 Manor Close, Ivybridge, Devon PL21 9BQ

Has anybody got Shinobi on disk, willing to buy or swap for Mr Heli, Rick Dangerous or Black Tiger. All disks – all originals. Gregory Tucker, East Stibb, Langtree, Torrington,

North Devon EX38 8LN

Penpals wanted. 464 owners (tapes only). I have Multiface 2+, Myth, Powerdrift, Shinobi, Batman, Ghostbusters 2 and lots more. Send lists of your games. Also games for sale: Giant £6.00, Myth £3.50 and lots more. Very cheap. Send SAEs for pricelist. Adrian McDonagh, 38 Grasmere Way, Lakes Estate, Milton Keynes, Bucks. MK2 3DZ

Will anyone swap a Multiface 2 for Hackit and £60 worth of games?

Paul Hornsey, 11 Telford View, Linlithgow Bridge, West Lothian, Scotland EH49 7RS

Wanted! Little computer people 464 tape, will swap for games if I can or buy depending on how old it is

Steven Kenny, 648 Ormskirk Road, Pemberton, Wigan, Lancs.

Desperately wanted. Fruity Frank (464 Tape Only). I am willing to swap in exchange for FA Cup Football, Nightmare, Count Duckula or Hacker II. Or I will buy it at a reasonable price. Send SAE for further information.

John Carrahar, 18 Stirling Avenue, Primrose, Jarrow, Tyne and Wear NE32 4JT

Will anybody sell me Tasprint 464, Tascopy 464, Tasword 464 and Easiart for a reasonable price or exchange for games. Many top titles (all originals) inc Cabal, Robocop, Fiendish Freddy etc. Will sell games separately. Send SAE for list. Andrew Ramsbottom, 12 Carrs Lane, Cudworth, Barnsley, South Yorkshire S72 8EJ

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Computer Enter

Last year, like so many years before, there was the PCW show. It was the computer event of the year. It was where industry and public met. Unfortunately, there was a big row between the shows' organisers, and it ceased to exist.

A new show stepped in to take its place. Well, two new shows. You see, the problem with the PCW show was that along with the well rad lesuire exhibitors, there was the boring, stuffy business hall full of PC stuff which was of no interest to anybody (except boring, stuffy business types with PCs).

So now there is one show for business people, and one for games people called the Computer Entertainment Show...

Accolade

Accolade had a fair few up-and-coming titles. *Grand Prix Circuit*, for example, puts you in the seat of a formula one racing car. You race around the circuit putting the pedal to the metal as you attempt to out-perform all the other vehicles.

Gunboat has you controlling a US Patrol Boat. There are lots of missions, all with one thing in common – lots of enemies to machine-qun into oblivion.

Star Control promises to be something really special. Set in deep space, it's a strategy game where you have to either conquer the galaxy yourself, or stop your opponent doing it. There are nine different scenarios, so it should keep you going for a time.

Talking of strategy, Accolade has licensed $\it Stratego$ from the MB boardgame. It's a capture-the-flag game, which combines elements

of chess and real warfare. The computer can take the place of your opponent, so there's always someone to play against.

Amstrad

Amstrad had a large walk-on stand. And guess what took pride of place there? Yes, it was the official public unveiling of the GX4000 and Plus range of computers.

The games <code>Burnin'</code> <code>Rubber</code> and <code>Fire</code> and <code>Forget</code> <code>II</code> were on display, along with ten other forthcoming games products. It did look like a few were cobbled together hurriedly to be ready in time for the show, as many of them looked virtually identical to the CPC versions. We shall see.

The full story about the new console products can be found in *AA's* new section *On the Grapevine...* on page 30. Turn there immediately! (Well, after you've finished reading this!)



The Amstrad stand had the new, in-store demonstrator on display.

Audiogenic

Audiogenic is getting plenty of Amstrad software ready for the months running up to Xmas. Loopz, Helter Skelter, Exterminator and Emlyn Hughes Arcade Quiz have all been mentioned before in Amscene. It can be confirmed that Exterminator is an extremely odd-looking licence, but extremely good fun while it's at it!

New on the list is *Super League Manager*. It's one of those football management games, but has a really pretty front end – it's looking good. One feature of the game is that it can be linked to *Emlyn Hughes International Soccer*, so you can influence the results with your playing skills.

Electronic Zoo

Electronic Zoo has licenced the famous table football game *Subutteo* for its first forage into the Amstrad market. It claims that the game is much more playable than many other football simulators because it's based on a true one or two-player game.

Magic Garden will be along soon afterwards. You play the part of a gnome whose duty it is to keep the garden alive and well. A flower-growing simulator may sound a bit soft, but the gameplay looks like being a cross between Little Computer People and Sim City.

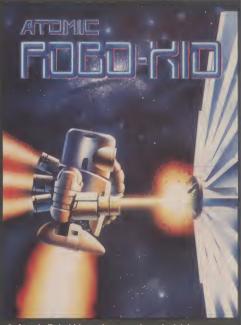
Domark

Domark's stand was packed with noisy arcade machines, and even noisier kids. There was

Activision

Activision was showing previews of a couple of games. *Time Machine* is an interesting concept. Professor Potts, the brain-box hero, comes under terrorist attack while working on his time machine. (Gosh, I wonder where that plot came from.) He's thrown way back into pre-history, and has to manipulate the various time zones to get back to the present day.

Sadly, Activision, which has brought us some great games in the past, will no longer be publishing Amstrad software after its current release schedule runs out. It's going to concentrate its efforts on PC and console games. Console games? Hmm, well, you never know Dragon Breed and Atomic Robokid are conversions from arcade machines. They're still very much in the development stages at the moment, but if they're anything like the arcade versions they'll be well worth waiting for.



Atomic Robokid: coming soon from Activision.

rtainment show

the coming months.

Wandering around the show amongst the punters were an extremely bizarre crew. There were the hideously disfigured Nightbreed, looking ugly, but generally behaving themeselves. Then there were the Mutant Ninja Hero Teenage Turtles, attacking everybody in sight. And to keep them all under con-

trol, Robocop lurched menacingly along the aisles.

The reason for this odd assortment was promotion, of course. Software houses will bringing all these characters to our computers very shortly, and they wanted to make sure we all knew about it. But let's see what else we found out would be coming the Amstrad way...

DISNEY SOFTWARE

Disney Software is a new (ish) company founded to licence all those famous Disney characters and films. The biggie is, of course, Dick Tracy. That comes out at the end of October. A whole budle of educational software featuring your favourite cartoon characters is also promised.

good reason too. There's a lot coming our way.

The latest of the Bond games is one. The Spy Who Loved Me features many sequences from the film. It involves lots of vertically scrolling shoot-em-up type sections, and lots of dodging cars as well. Wings of Fury puts you in the pilot's seat of a World War II plane. It's up to you to provide defence for your stricken aircraft carrier. Based in the Pacific ocean, it's a case of blasting the Japs to bits



Badlands is the sequel to Super Sprint.

The aim is the same: to complete a set number of laps before everybody else. The similarities end

there, though. This time, you can cheat! Missiles are available to blast the other vehicles from the road, so if you're lagging behind your chum and can't catch him up, then blow him up!

Stun Runner is an absolutely stunning (!) arcade game. It's Domark's big Christmas release, and offers excellent, fast 3D action. You're at the controls of an advanced Stun Runner which you drive through tunnels, riding the outer walls bobsleigh-fashion to gain speed. And should

anything get in the way – well, that's what your lasers are for.

In addition to this, there are loads of Tengen arcade releases making their way onto the CPC/Plus machines over the coming year.

Domark's first console game will be with us shortly, too. It's that brain-teasing puzzler *Klax*. The gameplay is identical to the CPC version, but the extra tricks have been used to spice up the graphics.

Incentive

Incentive has won itself a Mastergame or two in the past with its innovative *Freescape* system. Now the company has taken it a stage further to produce the *3D Construction Kit*. The kit will allow you to reproduce your own 3D environment, design your own 3D games and bring your CPC one step closer to modelling virtual reality – virtually.

We can't wait to see it. But we'll have to. It's not scheduled for release until April next year.

CDS

CDS has been pretty quiet for a time now. It

did have *European Superleague* on its stand, though. Mind you, it did last year too. The game's promised for an October release. Watch this space...

A compilation of its *Colossus Chess* and *Bridge* games were also promised. We'll let you know.

Empire

Empire was showing off **The Amazing Spiderman**. Here you take on the role of Spidey in a quest to rescue Mary Jane – the good woman has been taken captive by the mysterious Mysterio. It's a platform and ladders game with a difference. You can walk upside-down along the ceiling and horizontally on walls. You can even walk on the floor. A new Gazza game is on the way, too.

A new Gazza game is on the way, too Presumably to take advantage of the famous footballer reaching new-found heights of popularity.



Gremlin

Gremlin had a running demo of its forthcoming biggie, Lotus Esprit Turbo Challenge. The game is of the standard road race variety, but the big difference is that two players can take part at the same time!

The screen is horizontally split in two. Player one takes the top half of the screen, while player two controls the bottom half - you can actually see the other player as he zips past you! On top of this, it's a fast game, with a lovely dipping and rising effect as you race up and down hills.

Ultimate Golf - Shark Attack is licenced from top Aussie golfer Greg Norman. The game has convincing 3D landscapes and Gremlin says that it's a truly realistic simulation, including real game factors.



• Gremlin tempted the punters with a special, live Lotus Challenge...

Shadow of the Beast should be available any day now. It's a very, very pretty game and the action is fast and furious as you attempt to fight your way through to the beast. Keep an eve out for it.

Also on the way from Gremlin are 10 Pack a ten-game compilation, Supercars, and Celica GT4 Rally. More on those when we hear about them.

Console wise, Gremlin has Switchblade. It's an exploration game, a bit like Rick Dangerous. Your adventure begins above ground, but you need to make your way deep into the bowels of the earth in your quest to rebuild the Fireblade. The small, cute, and welldefined graphics initially look a tad simple, but they fit together very well.



• Gremlin's Switchblade makes innovative use of the new console's sprite hardware, using many sprites as objects to increase the number of onscreen colours!

The Software Business

The Software Business has up till now been acting as distributor for a number of software publishers. It has announced, however, that it is launching a label of its very own...

Ocean had tons of stuff under development on the console. Robocop II. Navy S.E.A.L.S., Special Criminal Investigation, Toki. Plotting and Pang are all being written for the console. A whole load of existing CPC games were being converted, titles like Batman, Operation Thunderbolt and Shadow Warriors are on their way to this format.

There are one or two tape and disk games coming up too, so you don't need to feel left out if you can't use cartridges. Total Recall, Nightbreed, Narc and Puzznic are all in the offing.

Titus

Titus is keeping secretive at the moment, but we did manage to get a sneak preview of Crazy Cars II at the show. You drive round four of the American States, watching out for cops, eventually hoping to smash their illegal racketeering. And Fire & Forget II should be in the shops soon...



Kixx, US Gold's budget arm, annouced that it will be re-packaging all its products. Instead of the old pastel pinky colours, the game packs will look much bolder and brighter.

Masses of big names are being budgetized for the run up to Christmas, so if you missed out on them a year or so back, now's your chance...

US Gold

US Gold has been kept busy. There's plenty on all formats coming soon.

Strider II is the

follow up to Strider. The hack-and-slash game has been uprated, with

the ability to turn into a robot now and shoot things. Strider II will be available on cassette, disk and cartridge.

Also on tape/disk will be Line Of Fire. U.N. Squadron, E-Swat, Night Shift, and a five-game complilation called Platinum.

Mirrorsoft

Mirrorsoft is gearing up with those Mutated Genus Tortillias. The Teenage Mutant Hero

Turtles (not to be confused with Ninias) are the company's major release for Crimbo Already taking the toys world by storm, will these hardheroes ened do the same on the home micro.Also coming is Back to the Future Ш which will be released to with coincide the film.

GTI is a new company that specialises in startegy/management type games. They are all marketed at the budget price of £2.99. Titles include Classic Punter, Classic Trainer, Soccer Director and The Manager.

Microprose

Microprose had none other (and nothing other) than Rick Dangerous II. Read the full review on page 46!



• Rick Dangerous II: see the review this ish!



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PLEASE READ THIS

PLEASE READ THIS

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UNITED AMSTRAD USER GROUP. A genuine CPC user group, run by a members committee, arranges members' discounts, provides multi-experise helplines, produces a bi-monthly fanzine (the 'CPC USER'). Contact: Tony Baker, 26 Uplands Close, Fareham, Hants. PO16 7JY. (0329) 234291

ADVENTURE PD. A newly formed public domain library of CPC adventures. Something like 10 or 12 adventures on each disc. Always on the lookout for homegrown adventures so, if you have any, send them in. Contact: Debby Howard, 10 Overton Road, Abbey Wood, London, SE2 9SD.

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Printing made perfect

Amstrad's home micros are versatile machines. Apart from gamesplaying, novel-writing and small business-running, they're also pretty handy at small-scale desktop publishing. ADAM WARING looks at two packages designed to further improve the look of your printed output...

PS HEADINGS PLUS

£11.95 disk ● ORB Systems ● 125 Algernon Road, London SE13 7AP. Tel: 081 690534

Protext is a fine wordprocessor, excellent for general letter and copy writing. One feature it lacks, however, is the ability to produce headlines for letter headings, newsletters or chapter headings for the definitive novel on River-Widening you're about to write...

PS Headings is an extension to Protext that allows you to do just that. It adds the ability to produce big bold headings into normal Protext documents. In addition, it provides a variety of

other features that allow you to spice up your written work.

The headings come in the guise of a couple of extra fonts. These headings can be double or quadruple the size of normal characters. They are well defined, giving smooth, well-formed characters rather than simply magnifying the existing character set and producing blocky letters.

The characters are proportionally spaced, so for instance the letter 'i' takes up less width on paper than the letter 'm'. The titles can be automatically centred, with accurate microspacing putting them spot on in the middle of the page, with not even a pixel out of place. You can also adjust the gap size between the individual characters to produce wide headlines – should you wish.

Other tricks include bold and shadow effects, and underlining with the lines as thick as you like. Additional characters such as 'bullets' (the round blob AA uses in captions) and blocks allow you to empasize points in your text.

The program works by making extensive use of *Protext's* stored commands. The headline is created using a seperate program. It's reasonably easy to use, and is completely menu-driven. Once you've created your headline you save it to your document disk. Then it's a case of booting up *Protext*, loading in your document, and merging the headline in.

It's a slightly long-winded process, but then again, there was no way to do it at all before.

The package includes a comprehensive manual. Unfortunately it comes on disk. This means you end up with a tacky wodge of dot matrix sheets to read. Surely it wouldn't of taken too much to have provided a properly printed manual? Saying that though, the manual is comprehensive and well written.

PS Headings Plus does the job it sets out to do, and does it very well. The results are profesional looking, and spice up your work without too much effort.

ps-HEADINGS Plus

 Now you too can produce headings like this in Protext.

GOOD NEWS

- · Profesional-quality results
- · Makes Protext much more versatile

BAD NEWS

- Manual provided on disk only no hard
- Slightly fiddly

GRAPHICS GALORE

£12 disk ● Goldmark Systems ● 51 Comet Road, Hatfield, Hertfordshire AL10 0SY. Tel: 0707 271529

Desktop publishing is a neat way of printing your own posters, newsletters and fanzines. DTP packages such as *Stop Press* allow you to combine text with graphics, making your prose more interesting to look at. But where do you get the pictures from in the first place?

The problem is getting the illustration onto the CPC. Real pictures need to be either digitised or scanned – requiring expensive hardware. Alternatively you could draw your own – knock up a quick mono illustration in *Art Studio*, and import it into your DTP program. However, not everybody has an artistic bent. Besides, it could take ages to draw each individual picture.

Wouldn't it be nice to have a whole collection of ready-made pictures that could be imported easily into your work? Something that someone else has taken the time and trouble to draw, and could simply be merged in at your lesuire?

Goldmark has taken public domain clip art collections from computers such as the PC,

Atari ST and Mac, and converted them to the CPC. Hey presto — an instant library of potentially thousands of bits of artwork.

The pictures themselves are fine. The clip art collections cover virtually every subject under the sun. You'll find flags, pianos, rabbits – just about anything you can possibly think

They are grouped together in sets of 56, roughly divided into alphabetical order. This means that each collection tends to offer many similar pictures. After all, how many pictures of light bulbs are you going to want?

The clip art collections costs £12 apiece. There are 37 in total, so it would cost you well over £400 to get the lot. Obviously you're not going buy the whole lot, and neither will you want to pick them by trial and error. Luckily, there's also a catalogue available from Goldmark. It costs £1.25 and includes printouts of all the clip art available.

The *Graphics Galore* collections are overpriced. All the pictures are commonly available in the public domain on other computers, and it is hard to see how the £12 per set of pictures can be justified.

If Goldmark was to offer more pictures for less (it says that it can fit 12 libraries on each disk) then it may be more worthwhile. But at present, with only 56 bits of artwork for each £12, it's just too expensive.



GOOD NEWS

- · Easy art to incorporate into your pages
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- Many similar pictures in each collection Vastly inflated price for what's basically PD
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It's madness – everyone's fighting to play Rick Dangerous II!

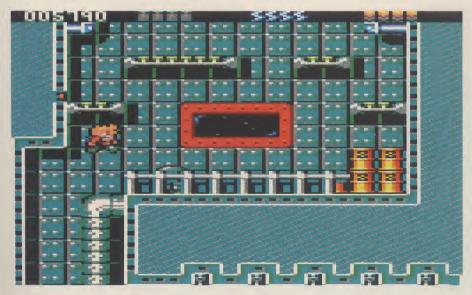
RICK DANGEROUS II

The follow-up to Microprose's cult masterpiece. It's good. Damned good. page 46



RDII - LEVEL ONE GUIDE

We print the whole of the first level, just so's you know what you're in for (and to prove we could do it). page 48



Also reviewed

County Cricket page 51
Guardian Angel page 54
Tiger Road page 54

California Games page 60
The Boxer p60



• Will Domark's TNT compilation blow your mind, or does it just bomb out? Find out on page 44...



 Ocean's Puzznic could be the best puzzler since Tetris... or is it just a game for squares? page 56



• Go back and put the world right even before it's gone wrong in Activision's temporal teaser on page 58...



 Be cute, trot around happily and die horribly in Twin World on page 62...

TNT

Domark ● £14.99 tape £24.99 disk joystick/keys

Dragons, the police, robots and inner-tubes.
What's the connection?
They're all here.
Whatever form your lust for action takes, you should find it catered for with this compilation

of Domark/Tengen arcade games. Five fullprice releases have been brought together to satisfy your crazed desires for speed, violence, maining and floating around in an old tyre.

The TNT collection can be seen as five totally separate arcade games without even a common theme, costing a fiver each. The games are on two disks, with Dragon Spirit occupying one of those disks. All are good games, certainly worth three clams each on tape. Dragon Spirit and Hard Drivin' are the best, and very playable they are too (if you persevere).

If you like arcade games then buy this compilation. But if you like arcade games, you will probably have one or more of these anyway. What you must then ask yourself is whether the ones you don't have are worth all that money.

The games are getting old now, and possibly better and more recent versions are available. But if you want good arcade action at a lower than average price, this is the one.

James 'Spare Tyre' Leach

HARD DRIVIN'

A name once on everyone's lips. This track racing game has in-car 3D views, and pits (hem hem) you against other vehicles on a fiendishly twisty circuit. You must travel around as fast as possible, negotiating bridges, jumps and even a loop. The car can have either automatic or manual gears, and the circuit has a junction, forcing you to decide upon either the speed or stunt sections of the track.

If you manage to go fast enough, you get to race against the Phantom Photon. This is the slightly ludicrous name of your computer-controlled opponent. It's a one-on-one race, and you'll need every ounce of driving skill, plus a large degree of luck.



This is the big one. The loop must be taken at tremendous speed. Watch out for other traffic!



 Leaping the bridge is not an easy stunt to per form. Here, we seem to have missed completely.

Graphics are largely mono, but nevertheless look good because they are satisfyingly fast. However, the car is wickedly difficult to

control, and can get quite frustrating. A great function is the Instant Replay. Every time you crash, the accident is replayed from a view outside the car. You can see exactly how the accident happened, and how your car managed to end up hundreds of yards away and on it's roof. Your driving often looks straight out of a a Steve McQueen movie anyway. The sonics are OK, if not ear-boggling. The car buzzes in a most unsportscar-like way, but it adds a good feeling of speed and urgency to the racing. Overall, therefore, the game is very nicely done and certainly playable.

DRAGON SPIRIT

Fantasy arcade action abounds with *Dragon Spirit*. This shootem-up manages to steer clear of

spaceships or cars. Instead, you pilot a large dragon flying sedately over a verticallyscrolling landscape. Your mission? To rescue (yes, rescue) a Princess captured by a rather selfish devil. pterodactyls Brontosauri. and many strange and mythical creatures try to stop you from reaching the end of the eighth level. You can move in all four directions, and can shoot firebolts as well as bombs. These are small toxic lumps that drop from the underside of the dragon. Sounds a bit dodgy, really.

The dragon has to contend with a great variety of foes. Some swoop in from the top of the screen whilst others advance slowly, firing all the time. Phoenixes

appear at the end of the level. These are obviously pretty resistant to fire, so blast away for as long as you can. This game is a serious joystick-waggling, trigger-flapping bonanza of destruction. There are certainly waves and waves



• Three dinosaurs provide perfect targets for the dragon. Open fire!

of nasties to splat. The game is fast and smooth; the dragon flaps along in a most endearing fashion so you feel obliged to

keep the poor chap alive for as long as you can, trying for the next level.

There are many other little touches, such as enchantment capsules, which enhance your firepower. But the best way to survive is to hone your reactions until you can twist, turn, avoid and shoot back like a good 'un. Pure, old-fashioned arcade action.

Graphics are strong. Everything is smooth, colourful and fast. The on-screen playing area is a tad small, but you get used to it and the sprites are a decent size. Sound isn't too special; the tune is a strange choice for a fantasy game, but never mind. Spot effects are perfectly acceptable.



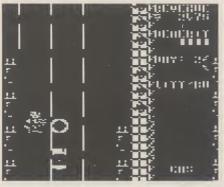
APB

Apprehending known crims out joyriding is a serious business. In APB this is exactly what you must do. You drive a squad car, seen from an overhead view. The idea is to rid the streets of the dregs of society. This is done by hitting them with your police siren (represented by a target in front of your car). They should stop and allow themselves to be led meekly to the slammer. Hardened villains need to be rammed to a halt before surrendering. This is where the fun starts, and the real skill is needed. Once you get the felons back to the chokey you can beat confessions out of them in time-honoured Dixon of Dock Green style (eh? - ed).



The squad car about to intercept some litterbugs.

The roads are also littered with doughnuts, bags of money and ordinary, law-abiding citizens. Eat the grub. Grab the dosh. Avoid the plebs. Graphics are small but neat and cartoonlike. Gameplay is fun, but ultimately quite limited. The sound is OK, but nothing to write to your Auntie Mabel in Runcorn about.



Simply aim the siren at the miscreants, and fire!



• If they refuse to stop, you've every right to ram them with your Buick until they see sense.



TOOBIN

You and your mate Jet (computer or human) drift along, avoiding branches, logs, blowpipe-firing natives and so on. You cannot directly kill your companion, but can force him into hazards, while you collect the loot which is also bobbing around.

The game slowly scrolls upwards as the river flows, with each player having considerable control over where he/she wants to paddle. It takes skill, because you can drift around aimlessly at first, until you learn the

You also collect tin cans to throw at branches and logs. This clears your path, leaving you free to bounce off your opponent or steer through marker poles to gain extra points. A great jazz-like sound-track adds a lot to the light-heartedness of the game. Graphics are Speccy-mono and therefore small, but the game as a whole works nicely, is not too hard, and is certainly fun.



The race is on - mind the logs.

XYBOTS

Forget all that dragons, maidens and monsters nonsense. It's wreck-a-robot time! Major Rock Hardy and Captain Ace Gunn are just the men skilful enough to carry out this task (despite their rather contrived names).

They must kill the Head-honcho Xybot,

having first found him lurking in the mazelike corridors of the underground city. Your character is always in view on your half of vertically the split screen. As you move around, the walls jerk past. The position of the xybots are shown on a scanner, so you can ambush them as they advance through the passageways.

Two people can play simultaneously;

each watching their own display. This way you can split up and do more damage. What is also a lot of fun is if the two players start to fight

Ace heads off up the corridor, leaving Rock behind.

amongst themselves. A duel in the corridors, with xybots as an additional hazard, can be more exhilarating than hunting Mr Big-cheese Xvbot himself.

Money (to buy better weapons) and extra energy can be found at random points around

> the maze, which has transporter zones at various points around it. Unfortunately, the maze isn't big or complex enough to make the game really tactically challenging, but the element of surprise does figure - which is important in a game of this

> Graphics aren't stunning. They do work OK, though - the men waddle a bit, but are drawn nicely and are large.

Sound is pretty rudimentary, but there is a nice little "theme tune" which fits the atmosphere well.

SECOND OPINION

'There are five good games on this compilation, but at £25 it's a bit expen-AW



		000/
Hard Drivin'	AA53	80%
Toobin'	AA52	76%
APB	AA50	60%
Dragon Spirit	AA49	81%
Xybots	AA47	76%

AA RATING

79%

☐ Five playable games at a payable price.

RICK DANGEROUS II

Micro Style ● £9.99 tape £14.99 disk joystick/keys

Rick Dangerous, professional hero and part time car park attendant, is off again. He just can't sit still for five minutes without going on some top-secret mis-

sion. or

retrieving some long lost artefact, or saving the world from aliens.

That's what he's up to this time. A humungous great UFO has landed right in the middle of Hyde Park, London. Everyone else has run away, screaming. But not Rick. Quick as a flash, he nips into the nearest 'phone box and calls the fire brigade. Then he comes out with his underpants on top of his trousers, ready for anything.

The only way to prevent the world being conquered by these extra terrestrials, Rick rea-

sons, is to capture their spaceship and fly off to the aliens' home planets. So that's exactly what he intends to do. He's going to visit interesting and exotic places, meet bizarre

and wonderful life forms, and kill them.

There are five levels in total. Four of them can accessed at will, so if you get stuck on one, you can try another and go back to it later. The

SECOND OPINION "The graphics are a bit blocky and the game style itself is distinctly old. But the whole thing is done just brilliantly. No greation about it — are instant Mastergame!" RL

fifth can only be reached once you complete the other four in one mammoth session.

They are arranged roughly in order of difficulty (though that's not to say that any of them are easy). So you'd be well advised to start at Level One and work your way through.

Level One starts in Hyde Park, below the huge metallic hulk of the spacecraft. It begins with laser

beams spitting as our hero runs for the

The main part of this level is inside the alien spaceship. There are plenty of traps lying in wait for Rick. They mainly seem to involve robots and lasers. It's tough, but not tough enough to stop our hero.

Solving this (or selecting from the menu) brings you to Level Two. Now that Rick has taken control of the ship, he can fly away to the various planets that the nasties hail from. The

first port of call is planet Freezia. Here there are slippery platforms and icicles that drop without warning.

Next we visit Vegetablia.

This is a jungle planet, and Rick's journey takes him high up among the tree-tops. There are many possible paths through this section, so if you're stumped by one route, try another.

The Atomic Mud Mines are the most perilous stage yet. Rumbling wagons and rolling barrels are new threats that must be avoided. To make things even more difficult, many of the passageways are covered in thick mud that bogs him down. And Level Five? Well, we'll leave that one for you to discover... (You mean you haven't got that far – ed.)

The gameplay is very similar to the original *Rick Dangerous*, with the Fire button being used in conjunction with the stick to produce various actions. This time, however, the bombs can be shoved along the floor, exploding a few seconds later at a safe distance – vital at many points.

The screen scrolls when you get close to the edges. Going up and down reveals more of the same area. Leaving a screen to the left or right shifts the entire area across,

revealing a new screen.

If you then die (you will!) then you'll start afresh from your last entry point to a new area.

Of course there are tons of traps, lots of secret buttons to find, and plenty of perils to prevent Rick succeeding.

Just as *Rick* one captured the Indiana Jones style so perfectly, Rick Two follows the Flash Gordon genre to a tee. It just goes to show what a versatile hero he is! And if *Rick Dangerous* was a pretty game, *Rick Dangerous 2* is beautiful. It's extremely bright and colourful, and the graphics are cuter than fluffy white bunny-rabbits.

Each level has an entirely different set of graphics. The backgrounds, traps and sprites have been redrawn. In fact the only thing that links them together is Rick himself, who looks the same dashing hero throughout the game.

For the most part, sound consists of effects to represent such things as firing, bombs exploding and traps activating. There's a suitably adventurish style tune on the title screen. As the game starts a short piece of music plays

before fading and allowing the fx to

to cut in. This start-ofgame music is different for each level! It's extremely atmospheric too, and all the music sounds finely tuned to fit in with the scenario.

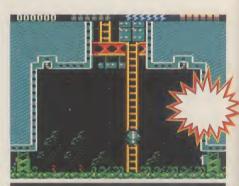
Play it on a Plus machine and you'll even find the stereo is used to great effect. As the laser beams thunder across the screen, the sound is echoed from side to side through the appropriate speaker!

 $\it Rick\ Dangerous\ II$ is a very polished product indeed. A tremendous amount of work has gone into the game design, graphics and sound. In essence, it's a simple platform game, but the way it's been presented makes it far, far more than that.

RD2 is a compulsive game. When a trap catches you by surprise it's annoying, but frustration develops into determination and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having

four separate games.

Adam Waring



● Level One, and your first robotic kill coming up!



Crouch down as you go right or be electrocuted!



• Kick the button in the wall to stop that laser.



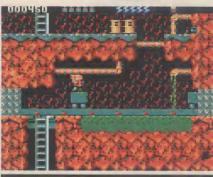
You'll have to jump over that crawling canister



Tricky bit coming up – get ready to jump.



Slide a bomb towards that thing to your right.



• Jump off the trolley and climb down the ladder.



● Level Two, and lots of nasty norsemen (?)



● Watch out – those three spikes above are sharp!



Deep in the Mud Mines and unknown territory.



Watch those icy platforms, they're slippery.



Level Four, and dodge-the-drum time.



FIRST DAY TARGET SCORE

Complete Level One



Level Three and some real monkey business.

The Verdict

GRAPHICS 96%

- Colourful and cute
- Different pics for different levels.

SONICS 94%

- Each level has its own excellent tune.
- Good sound effects.

GRAB FACTOR98%

- Fans of *RD1* will feel at home right away.
 Simple game architecture with tough puz
- Simple game architecture with tough puzzles.

STAYING POWER ... 97%

- Five mega addictive levels.
- Every time you play you progress.

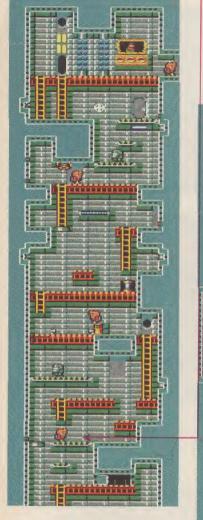
AA RATING

97%

Warning: This game is dangerous!



ACTION



A lift appears here. Step onto it and kick the button in the wall IMMEDI-_ATELY to switche off a laser before the lift carries you down past it.

Another screen full of goodies.

Duck to avoid nasty electrical discharges

RICK DARE

Up to you. I'd drop a bomb on him rather than go down and try to shoot it out.

Kick this button to turn off the laser in the corridor.

THE PROPERTY OF LAND

Just keep walking here, no matter what. Stop even for a moment and the overhead lasers will get you.



CERCUS II LEVEL ONE: THE MAP



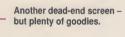
Kick the button to send the lift to your left – be ready to jump the last few feet.

Tricky old timing problem here, jumping into the air just as the electrical discharges crackle between the terminals. Looks impossible at first, but just a knack.

Kick this button to switch off a laser further above.

This button will switch off a horrid laser a bit further on. The one on the right sends your lift back up.

Walk along here at your peril! A laser (far right) will kill you if you don't duck in time. (If you do duck in time, it will kill the robot, far left, saving you a bullet.



You'll need to use bombs to get these blocks out of the way.

DON'T kick the button indicated by the arrow that appears on the screen. Kick the other one instead.

You ducked! Just in time, too. Look out for those lasers in the walls.

Watch out as you climb this ladder – you're liable to meet robots coming down...

This screen doesn't lead anywhere, but there are various goodies to pick up

Warning, warning...!

- This map shows the layout of the screens and route you have to follow. What it doesn't show all the baddies and where they appear – you'll have to find those out for yourselves!
- We've labelled points of interest (!) early on, but have to do most of the work yourselves – we don't want to ruin it for you!
- Don't use bullets (well, OK, laser bolts then) unless you have to. Sometimes you can get past the robots without shooting them. And now and again you can persuade one of the wall-mounted lasers to do it for you...
- Look out for the lasers in the walls. Many can be switched off, but many more can't. Some of them fire only once or twice. Some only fire when you walk across a certain point on the floor...
- Occasionally, cannisters can get up and walk towards you. You can't destroy them. Avoid them instead – jumping over them if necessary.
- Finally... don't rush. Most of the time, once you've knocked off the odd robot here and there, you can stand and think as long as you like. The puzzles require a blend of logic, split-second timing and reflexes to solve, but take time out before you tackle them to watch the robots, sparking electrodes, lifts etc to decide exactly when to make your move.

RICK DANGEROUS COMPETITION!

OK, so we've mapped Level One for you, what we need out there is for someone to do the same for Level Two!

And just as a little inducement, Microprose is offering... wait for it... a day out at Microprose HQ, slap-up feed and a trip in the Microprose plane!

So, the first person to send in a map of Level Two (that works!) is the winner – and gets to see their labour of love printed in *Cheat Mode*. No time to lose, eh? You don't have to be an artistic genius and do the whole thing with a microscope and two hundred different-coloured felt-tip pens, either. You can leave all that to *AA's* resident van Gogh Ollie (Mad as a Balloon) Alderton, who'll either redraw it himself (with two hundred different-coloured felt-tip pens) or dip into *AA's* enor-

mous coffers and pay some incredibly famous artist to do it. (Not Hockney, though, 'cos he's lousy on deadlines.) And that's not all. There are also ten Microprose goodie bags on offer to ten lucky runners-up!

So – just send in your map (make sure it's legible) to:

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There's no closing date, since the first correct entries are the winners. Good luck!



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Long summer days. Peaceful village greens. The sound of the church bells o'er the lea as they gently chime four o' clock. And the graceful smack of leather on willow, followed by a smattering of applause. These are the gentle images of cricket that many Englishmen hold so dear.



• The teams all appear in a league table.

Of course, cricket these days is more often perceived as a high-pressure, drug-ridden whirlwind of hotel-related sexploits and dangerously fast bowling. Cricket has entered the '90s to the sound of breaking bones and heated arguments. There is big money in International Tests, and consequently there are big winners and losers. But perhaps County Cricket still provides a haven from this veritable three-ring-circus of international sporting nonsense. Yes, the counties must surely retain that cultured air of refined benevolence which gave rise to the British Empire. Possibly.

_COUNTY CRICKET:
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PRESS ENTERY

• The fixtures list doesn't look too inspiring, either.

D & H Games, the self-styled "Masters Of Strategy" also produces *Multi-Player Soccer Manager*, reviewed in *AA61*. With *County Cricket*, it is remaining true to the text-only format was seen in that game.

Once the program has loaded, you are presented with a choice of county sides. Simply select the one you wish to manage, input your name and away you go. There is a main menu, which will allow you to choose your team, train your men in whatever aspect of their game you feel warrants further practice, or view your fixtures over the season.

The team line-ups are quite faithful to real life, especially considering that players come and go with more rapidity each season. Each player has several ability ratings, as well as data concerning his specialised skills, be they batting, bowling, wicket-keeping and so on. You can then select the order you wish your batsmen to play, and you can make substitutions to the team if you like.

Training can also be set in one of four fields: batting, bowling, fielding and general ability. There is obviously a limited amount of training you can achieve in the short space of time before the season begins, though.

Your first fixture is set, your men are ready, and the crowd is waiting (if they've bothered to turn up). Time for the toss. You may choose heads or tails (detailed, this bit) and if you win, you get to choose whether to bat or bowl.

The computer has been using a rather nice scoreboard-style typeface to display all the data up until now, and once the game starts, you see... a scoreboard. This displays all the data needed to follow a match; who's batting and bowling, the score, when the wickets (if any) have fallen, and the overs bowled. At the beginning you can specify between 40 and 60 overs for the season's matches.



You can meddle with your team using this menu.

The game progresses. Very, very slowly. Further investigation reveals that much (if not all) of the coding is in BASIC. This would account for the pedestrian

gameplay. Each ball bowled takes several seconds, so an innings takes well over an hour. If you are batting, the computer T/77111 change bowlers regularly. You then get the option to modify your batting approach to suit the new bowler. For example, if the he is fast, you might want to adopt a defensive



SECOND OPINION

"Cricket's slow enough in the first place – you need a few (hundred) hours to spare if you want to get into a match. But as for a game that goes even slower than the real thing..." RL posture. These decisions constitute the sum total of your interaction with the game as it's being played.

"Ah", you might exclaim, "isn't this rather

realistic? Real cricket takes an eternity to play, too." This is true, but in real cricket there is at least something to watch during the boring bits, such as buses going up and down outside the ground or West Indians dancing because they're on the brink of victory (again). In

they're on the brink of victory (again). In County Cricket you are forced to sit and wait. After a while you start hoping that your batsmen are all bowled out just to hurry up the game.

Cricket fans might initially be impressed by the depth of detail in the program, despite the lack of graphics or sound. A lot of accurate infor-

mation is included, and the atmosphere is set for an exciting County Championship competition.

It's a pity, then, that this excitement simply doesn't materialise.

All inputs have to be made using the keyboard, and it is occasionally necessary to hold down a key in order for the computer to register it. This really sums up the whole program. Sadly, in the long run, even hardened cricket fans will find it difficult to sustain any enthusiasm for *County Cricket*.

Mind you, at least you don't have to listen to Richie Benaud, though.

James 'third leg' Leach

FIRST DAY TARGET SCORE

Finish a game

The Verdict

GRAPHICS20%

☐ Text layouts look acceptable.

SONICS00%

■ Not even the clunk of bat on ball.

GRAB FACTOR38%

Looks detailed and competent.

STAYING POWER ... 30%

☐ But takes aeons to play.

AA RATING

30%

☐ It's just not cricket...

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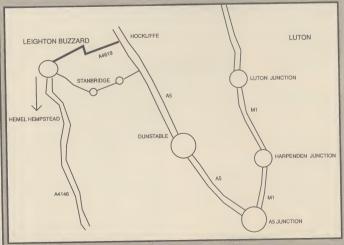
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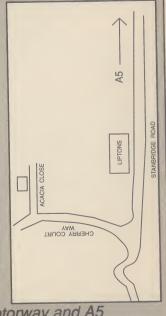
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Maps showing direct routes from the motorway and A5



GUARDIAN ANGEL

Codemasters ● £2.99 joystick/keys

Life on the streets is tough. You can't cross the road safely without being beaten to within an inch of your life and having your shoes stolen by muggers. Clearly something has to be done.

How about an offender rehabilitaion scheme? Or putting more Bobbies on the beat?



Surrounded! Start kicking yourself free.

Nah, far too subtle. What's needed is someone to sort these street punks out once and for all. A vigilante; a Guardian Angel.

That's where you come in. You take control of the said GA, and it's your job to kick ass, and make

sure that these villians never offend again.

You have a three fighting moves with which to send the deliquents to the big prison in the sky. A punch will send the weaker ones reeling, whereas flying kicks are needed to flatten the bigger bad guys. A low kick is also part of your vocabular of violence should you need to take care of some real vermin – the place is also inhabited by killer rats!

The action takes place in the docks. The



Even the innocent rats get a good booting.

screen scrolls as you make your way along. You'll meet a couple of sailors, which are easily disposed of, but the meanies get tougher and tougher as you go along. You'll meet fork-lift truck-driving hoodlums, and chainsaw wielding maniacs in the later stages.

Individually, all the baddies can be beaten fairly easily. But the vicious brutes surround you, and pile on all at once. Talk about kickin' a

SECOND OPINION

"The graphics are nice and large, but every game is pretty much the same. Good, satisfying kickings and thumpings, but little else."

man when he's down, these gentlemen do it for a hobby!

When you get surrounded in this way you've no chance. You just have to resign yourself to the fact that you're about to lose another precious life.

Graphically, the game is very Spectrumy. The central playing area is a monotonous

monotone. No effort has been made at all to add any colour to the Amstrad's checks. Sound is pretty pathetic, too. The effects are limited to feeble hitting sounds.

Guardian Angel is rather average. Easy to play and pick up, it just gets too difficult.

Adam Waring

FIRST DAY TARGET SCORE

- Reach Level Two

The Verdict

GRAPHICS.....57%

■ Blatant Speccy port.

SONICS34%

Limited thwacking sounds.

GRAB FACTOR68%

 \square Easy to master moves.

STAYING POWER...47%

You get kicked in too often.

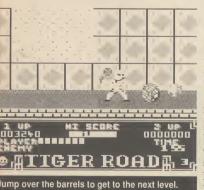
AA RATING 58%

☐ Tiresome fighting game.

TIGER ROAD

Kixx ● £2.99 tape joystick/keys

Oh dear. All the kiddies from your Oriental village have been kidnapped again. Who's to blame for this diabolical deed? That nasty inscrutable Ryu Ken Oh, that's who. And you are rather concerned by his evil doings. For you are Lee Wong; a Ninja Samurai headcase.



You have volunteered get the young 'uns back safely. This means battling your way through dozens of differing mies, chopping up large quards and slicing through hordes Ken's enthusiastic followers.

Your violent journey along the Tiger Road is divided into distinct levels; you first enter a castle and do battle with the assorted characters therein. There are giants, devils, mutants and barrels. These need to be jumped over. Yes, *Tiger Road* incorporates a version of that old 'jump over the rolling barrels' chestnut. As if this wasn't enough, there are blokes throw-

ing spears, Malaysian fighting kites and other frustrating obstacles to overcome before you complete your quest. Each screen involves running, jumping, avoiding and slaying, and it's all against the clock too.

Tiger Road is, in all honesty, showing its age now. Both the idea and the action are dated, but, perhaps surprisingly, it is great fun to play. There is a pseudo-oriental tune which tinkles along throughout the game, and there are also other occasional spot sound effects. Graphics are big and colourful, if not exactly sophisticated, and everything is fast enough not to be irritating. It isn't especially smooth, though – another indication of its age.

SECOND OPINION

"Blocky and slow – I don't know what all the fuss is about. Mind you, it is still a pretty polished effort for a budget game." RL



Avoid the monster. Then duff him with your mace.

Overall, *Tiger Road* is one of the better budgets. If you are still interested in the concept of martial arts/platform games, then this has it all. And it has that single most important quality – it's infuriatingly addictive.

James 'chopper' Leach

FIRST DAY TARGET SCORE

8,000 points

The Verdict

GRAPHICS.....68%

☐ Old-fashioned, but fun.

SONICS65%

 $\hfill \square$ Ouirky little tune with extra sounds.

GRAB FACTOR......76%

☐ Grabs you by the prawns!

STAYING POWER ... 71%

☐ You've just got to free those kids!

AA RATING

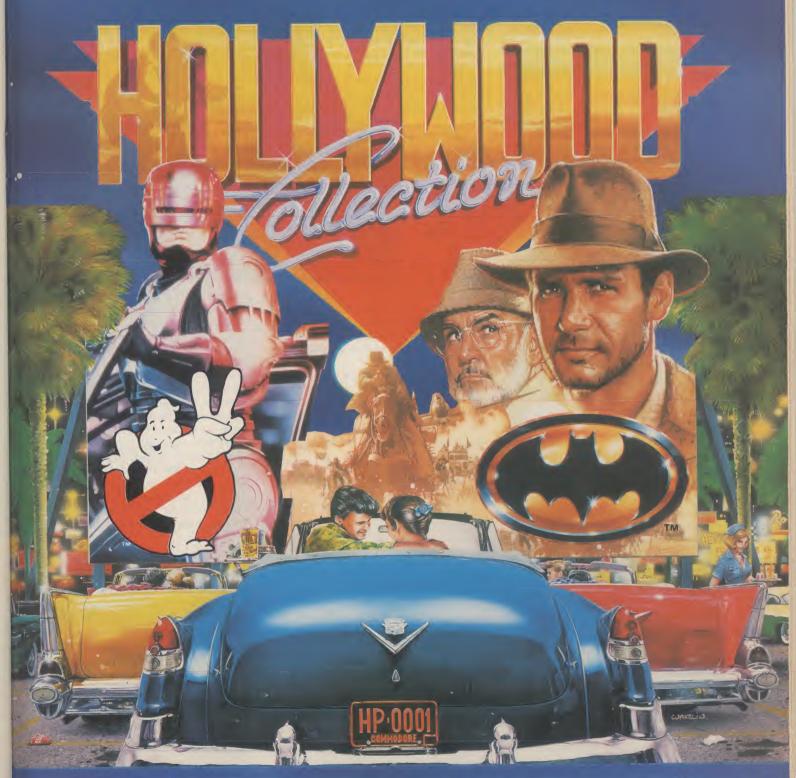
70%

☐ You'll have a yen to play it (groan)

54

AMSTRAD ACTION

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PUZZNIC

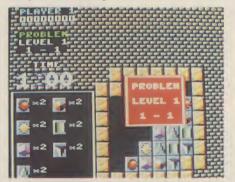
Ocean ● £10.99 tape £15.99 disk joystick/keys

Life's a puzzle, innit? Well, it is when you're playing *Puzznic*. It seems that puzzle games are very much in vogue again. This summer, for example, we saw such greats as

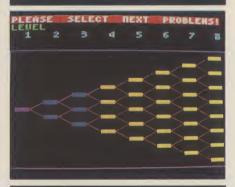
E-Motion and Pipe Mania. Games where the action concentrated on quick thinking rather than fast reflexes. It looks like we're in for a treat during the coming winter months, too. There are plenty of puzzlers on the way, the first of which is this tricky little poser from Ocean.

It goes something like this.

There are all these little blocks, each marked with a symbol of some kind. You can push these things around the screen. The



• The very first screen. Only 143 to go!



The game opens up as you make progress.

object is to position like blocks together. When this is done they disapear. Once all have been got rid of, the level is complete, and you move on to the next one.

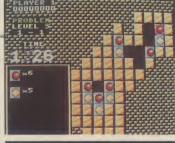
To stop things being too easy, the game has gravity. Unsupported blocks fall until they land on something solid - either another block, or a wall. Some of the screens have moving walls, too. These can be used as lifts, or as a means of transporting a block from one area of the screen to another.

The blocks are moved by means of a cursor, which can be freely positioned anywhere on the playing screen. Pressing Fire selects the block, and a tap left or right shoves it across the screen. (You can't move them upwards or downwards - gravity takes care of that.)

And that's all there is to it. A truly simple

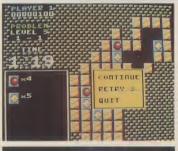
concept. It's when you start to play that you realise just how 'simple' can become very complicated indeed...

Move the wrong block at the wrong time and you soon get yourself into trouble. It's all too easy to trap them, or end up hav-



Looks easy enough...

For the first few games you'll probably want to take it from the beginning so that you can get used to the idea. Once you've played a few times, though, it'd be best to take it from



● ...Oh dear! I've bodged it up...



Hal solved it!

ing an odd one left over. When you finally solve a puzzle that has had you stumped for a long time, the feeling is one of elation. However, if you do get to a stage where you just can't figure out what to do, then it's not the end of the world...

There are eight levels to play through. Each level conists of four puzzles, so to play a game all the way through you'd have to solve a total of 32 brain-teasers. There's far more to it than that, though. There are several 'routes' to solving the game. Level One has one set of four

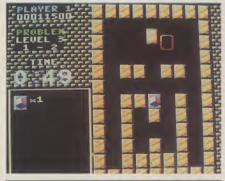
SECOND OPINION

Puzznic won't win any prizes for looks, but in terms of sheer gameplay it's a winner." RL

puzzles. Level Two has two, and so on until you reach Level Eight with eight sets of four puzzles. Those of you with lightning-fast brains (or a calculator) will have worked out that there are 144 puzzles in total, and 128 ways of getting there!

The puzzles are arranged in logical order. The first ones you come across are easy enough, but they get more and more difficult as you progress. Luckily, you get three goes per game, so if (when) you make a pig's ear of the whole thing, you can learn from your mistakes and keep going without having to start all over again.

You can chose to start from any of the first three levels - that's six starting points in total.



● There's one tile left, so it's time to start again.

Level Three, so you don't have to go through the easier early stages all the time.

The graphics aren't exceptional, but that's because of the style of the game rather than poor graphic design. After all, there's only so much you can do with a square block. The important thing is that the symbols are clear and can't be confused with each other.

Sound, again, is very basic. A few blips and squeaks and that's it. More could have made out of this section. For instance, a frantic tune that burbles away merrily against the rapidly-decreasing time limit would have been good.

Puzznic is one of those games based on a very simple idea. Appearences are (as ever) deceptive, though, and underneath it all there's oodles of mega addictive gameplay. You'll be unable to put it down until you've finished.

Adam Waring

FIRST DAY TARGET SCORE

Reach Level Six

The Verdict

GRAPHICS77%

■ Not exactly stunning.

☐ Clear and crisp.

SONICS50%

Just a few blips.

GRAB FACTOR80%

■ It doesn't look too exciting..

...But just wait 'till you play!

STAYING POWER ... 89%

144 Levels, 128 permutations.

☐ Enough to keep you busy for ages!

AA RATING

84%

☐ A brilliant brain-teaser

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BrunWord Features

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Quotes

"It may seem that I have just written a very long advert for BrunWord 6128 but I haven't, I'm just so impressed." (Phil Craven, ACU Feb 90, page 25).

"One such is Peter Brunning's BrunWord 6128 which is without doubt in my mind, the most powerful and friendly word processor available for the 6128 today, with the possible exception of... BrunWord Elite!"
(David Dorn, ACU July 90, page 43).

Info-Script

Complete Data Processing Package £50

Info-Script includes BrunWord 6128 and BrunSpell. The word processor and database can be resident together, giving the convenience of access to both programmes with no disc delays.

Info-Script is written around the full BrunWord 6128 word processor, enabling many routines to be common. This makes a very compact combination and allows both programmes, 6 pages of text and 1000 addresses to be in the memory at the same time using a standard CPC6128 (or 6128 plus). The great advantage of this is the speed and convenience of no disc delays.

Database Features

*Very fast (e.g. takes 1 second to search 2000 addresses for surname 'Smith', initial 'B').
*Specific field search and/or progressive general search. *Instant sort on any field, alphabetical, numerical, date or reverse order (zero time as the data does not move).
*3 sets of user defined headings for each file. *3 sets of user defined headings for each file.
*4 markers for instant selection, plus one
temporary marker. *Markers can be cleared or
inverted and any pair can be added (allows
complex searches to be quickly and easily
performed). *No setting up of field type or
length. *Efficient storage. *Relational records,
Parents, Sons and Daughters. *Field to field
arithmetic. *Direct data merging into
BrunWord. *Easy direct label printing, lor 2
across, left of 2 or right of 2. *Single or
multi-step.

Data Merging Features

Data Merging Features
*Simple intelligent system, &N &A &D construct
full name, full address and date. *&1 &2 etc
specify individual fields. *Insert or fixed
format merging. *Automatic justify after
merging. *Single step (see before printing) or
multi-step. *Stop any time, go to word
processor, restart same place. *Merge data
from several records for summary, invoice,
purchase order etc. *Arithmetic. *Running
total. *VAT total. *Conditional loading.
*Conditional printing. *Repeat patterns.

100 Letters £15

100 Letters is a utility for use with Info-Script, enabling pre-written letters to be easily selected and personalised. It is supplied with a library of 50 letters but even the most cautious users will be able to write simple letter patterns to expand the library to '100 Letters'. If multi-purpose patterns are used then the upper limit depends only on the skill of the writer. A third type of letter pattern, aimed at solicitors, doctors, school teachers, estate agents etc, consists of up to ten pre-written paragraphs. The user indicates which of the paragraphs are to be used. 40 separate letters can be added using this style. separate letters can be added using this style.

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BrunWord Elite

Elite Word Processor For CPC6128 £55

BrunWord Elite has a unique advantage over its rivals, it can only be used with dot matrix printers. All other word processors are compromised to drive daisy wheel and dot matrix printers.

In the early days of computing a printer was In the early days of computing a printer was simply a form of electric typewriter. (High quality printing, noisy and very slow). Then came the dot matrix printers, specially designed for computers. (Medium quality designed for computers. Amedium quality printing, not so noisy and much faster). Over the years, the typewriter style has become the daisy wheel printer and although greatly improved, it has been left far behind with the quality, speed and versatility of modern dot

auglity, speed and versatility of modern dot matrix printers.

Most word processors, including BrunWord 6128, can use dot matrix and daisy wheel printers. This creates the need for a style of printer control that is acceptable to two very different types of printers.

BrunWord Elite does not have this restriction as it is specifically written to be used only with dot matrix printers. This gives it a unique advantage over other word processors and as a result it is able to provide much more advanced printer control.

This is taken even further, as BrunWord Elite is supplied with an 8 Bit Printer Status Port which allows the programme to continuously monitor the status of the printer, (as well as providing the missing 8th bit for the original CPC6128). This means that BrunWord Elite is able to respond in a more BrunWord Elite is able to respond in a more sophisticated way than normally possible. It will wait for ON LINE or CESC> if the printer is initially OFF or OUT OF PAPER but automatically returns to the editor if the

24 Pin Fonts

Before we designed the fonts for BrunWord Elite, we studied several good magazines and concluded that the bulk of the text was printed in fonts that derive from two basic themes. in fonts that derive from two basic themes. Our fonts Fineline and Finetype are variations of these two styles, optimised for dot matrix printers. Fineline is supplied in three sizes and Finetype in two sizes. To these we added a display font in computer style type and a straightforward 'Heavy' font. Altogether there are 7 fonts supplied, four are full 24 pin fonts, two are middle size 21 pin fonts and one is a small size 16 pin font.

BrunWord Elite Features

All the features and speed of BrunWord 6128 and BrunSpell, plus:-

*Print in columns *Specify page layout *Use special high quality proportional fonts *Use advanced micro justification with proportional text *Set printer margins independently *Move text *Set printer margins independently *Move print head up or down paper, specified in inches from top *Set micro line spacing within text *Print line or box by specifying size and line thickness *Use absolute TABs with proportional text *Download a file directly from disc during printing. *Can be supplied with Info-Script for data merging.

Headline

Headline is a print enhancement utility specially designed for use with low cost 9 pin printers. It enables virtually all the features of BrunWord Elite, including the 24 pin fonts, to be used with any 9 pin Epson compatible printer. The only requirement is that the printer must have quadruple graphics (all well). printer must have quadruple graphics (all well known modern 9 pin printers). Even printers which do not have double height printing will be able to use all the features of Headline, including micro justification, normal, double and eight times height, and 1 to 9 times width.

9 Pin Elite £55

BrunWord Elite, BrunŞpell, Headline, an 8 bit printer status port and 7 'type setting' fonts (fonts are 24 pin in size but only for 9 pin printers). Total price £55.00 inclusive.

9 Pin Elite+Info £92

As above but including Info-Script and a backup disc. Total Price £92.00 inclusive.

24 Pin Elite £90

BrunWord Elite, BrunSpell, Info-Script, back up disc, an 8 bit printer status port and 7 'type setting' fonts for downloading to a 24 pin printer. Total price £90.00 inclusive.

Send cheque/PO/Access number/Visa number to:

Brunning Software

34 Helston Road, Chelmsford, Essex, CM1 5JF Telephone (0245) 252854 (24 Hours)



BrunWord 6128 with BrunSpell & DataFile	£30.00
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9 Pin BrunWord Elite with Info-Script	£92.00
24 Pin BrunWord Elite with Info-Script	£90.00
100 Letters (needs Info-Script)	£15.00
Supplied on 3in Disc for CPC6128 or CPC6128	Plus.
You must state which computer.	

All prices are inclusive for UK. Overseas orders sent insured air mail - Europe add £2.50: Rest add £7.50

TIME MACHINE

Activision ● £9.99 tape £14.99 disk joystick/keys

Haven't we seen this before? It's a game about a mad old Prof who shuttles back and forth across the fabric of space-time willy-nilly, distorting the laws of physics and reason, whilst remaining wacky and somewhat absent minded. Well, yes we have. The *Back To The Future* games, to be precise. But the time-warry feeling of déir vir ends there. Time

remaining wacky and somewhat absent minded. Well, yes we have. The Back To The Future games, to be precise. But the timewarpy feeling of déjà vû ends there. Time Machine has a totally different style, and totally different

are trapped 10 million years in the past, it's your only chance. If Potts can guide Earth's evolution safely to the present day, he'll be able to stop those meddlesome terrorists from bombing his time travel widget in the first place.

The first time zone is pre-Ice Age. It is nice and warm and there are pretty volcanoes dotted around, spewing out fiery molten lava blobs, which it's best to avoid. There are also palm trees, oily swamps, and small teddy bears. Don't laugh; these

bears are your ancestors. They are very cute and harmless (so what went

wrong?). Anyway, you must ruin this paradise by causing an Ice Age, to allow evolution to progress.

Firstly, you must drop large rocks over deep vents in the ground to block off the emerging heat. Easy enough, but the poor teddies start feeling the cold, so you must transport them to somewhere warm and safe.

Luckily, you were dumped back in the past with a few useful items. One is a stunner ray, the others

are small travel pods. These can be left in

strategic
locations and you can travel
between them at will. This
saves a great deal of leg-work.
You can also transport other items
from screen to screen too, and the
devices will even work from between
Timezones. Hmmm. Very useful

If you manage to steer
the planet into a decent Ice
Age, you can proceed to
Timezone Two. Here, you must
heat everything up again. It's a good
idea to start by removing the rocks
over the vents (yes, two million years
later they're still there!).

There are a great many other tasks to complete before you have set evolution going in the right direction. The job is made harder because there are yet is around who would dearly love to eat you. Avoid or stun them, and try and work out what you must do to proceed to Timezone Three.

When you do, you'll find that the teddies have evolved into cavemen. They are puzzling out the mysteries of circular motion, and would very much like a helping hand. You, of course, being an extremely brainy Professor, understand all about such technical things as wheels, so you should be able to offer assistance.



Quick, Prof! Cover up those holes with the rocks.



There! Done it. Now wait for the global cooling.

Zone Four sees you at a somewhat obscure period in history. There's a rather daunting giant who is guarding a bridge. This is the key to vital oil reserves. You have to (gulp) kill the giant to free the oil. What for is still a bit of a mystery. Like all the other levels, it isn't as easy as it sounds. There are more than a

few complications, and, quite understandably, the giant doesn't take kindly to attempts on his life.

If you manage all this, you are rewarded with your arrival back in the present day. You can start repairing your time machine, using your ability to dash back and forwards through the Timezones to collect any unmight need.

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items you might need.

Time Machine is very different from either of the Back To The Future games. Any resemblence of Prof Potts to Doc Emmett is forgotten once you start playing the game. And there's certainly no sign of either a diminutive permanent adolescent or a dodgy, unpainted Irish sportscar.



• Ice covers the land, and there are yetis around.

The old guy you control is called Professor Potts. He's as mad as two spoons, but obviously isn't completely useless because he has perfected a time-travelling device. One day he is working on this little gadget, when there's a terrorist attack. Of course. Potts tries to ignore this rude interruption, but a stray explosive hits his machine, and within a nanosecond the Prof is whisked, complete with lab coat, NHS specs and dandruff, back to prehistoric times.

What is he to do? No pubs, burger bars or Children's BBC. How is he to survive? Potts rashly decides to interfere with evolution. But anyone who knows anything about time travel will know that this is EXTREMELY dangerous

(so don't try it at home - ed).

But if you



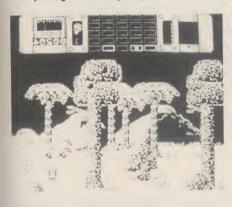
The dawn of pre-history...



You might land in a swamp if you transport back.



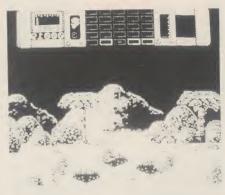
• Or you might die horribly in a primeval oil pit.



Don't kill those monkeys! They're your ancestors.

The playing area is five screens wide. Not much, perhaps, but they change a good deal over the five Timezones and ten million years that the game spans. You must keep an eye on a lot of the previous screens because, having set evolution into motion, it could all go wrong, leading to all sorts of problems in later millenia. So you'll have to dash back and forth, steering the course of events. An example can be seen if you plant an apple in one zone. If you travel to the same place in a later zone, you'll bump into a fully grown apple tree. Such enormous power must be used carefully.

There are lots of objects and animals around, and the game has an arcade element, as you negotiate your way past falling fireballs from the volcanoes and violent prehistoric creatures. A pteranodon flies through the sky of the first zone. His (or probably her, thinking about it) eggs are on the ground below, and if you fire your stun-ray at them, she'll swoop down angrily and carry you off across the other screens at top speed. Terrifying though this is,



• The pteranodon carries you over a teddy-bear.

you can use it as a quick form of transport. Just press Fire when you get to the screen you want, and you'll drop safely to terra firma.

But what's it like? First the bad news. Time Machine is a largely one-colour Speccy port. The sprites are large, but could be smoother; the 3D-ish effects as you walk in and out of the screen work nicely, without too many annoying collision detection errors. Control of the Professor can be a little woolly, but this could be put down to the fact that the old geezer is getting on, and his co-ordination isn't what it used to be. There is a lot of other movement on-screen; the teddy bears in the first zone wander about engagingly (until you zap them with your stun ray), and the corresponding animals on other levels move similarly. The vetis and giant further on in the game are large (for a Spectrum port) and add much to the atmosphere.

Each Timezone is a different overall colour, so it is easy to remember where (or when) you are. There is also an information display panel overhead, which tells you which object you are examining, which screen you are on and which

zone you are in. It also shows your energy level and your stun-gun recharging level. Again, the graphics are clear, but are very reminiscent of Sir Clive's little

machine.
There is no sound whatsoever in *Time Machine*. This
might seem like a major deficiency, but because of the nature
of the game it

takes a while for you to notice. The silence isn't deafening, but spot effects or a tune you could switch on or off would have added an indefin-

SECOND OPINION

"First impressions are rather grim. An outrageous Speccy port and a game with only 25 screens! Play it a bit longer, though, and you find yourself growing more and more enmeshed in a highly complex game."

able, er, something to the program.

Time Machine is a different sort of game. It combines joystick dexterity with a great deal of puz-

zle-solving and logic. The combination works well, and to a great extent overcomes the lack of sound and the Spectrum graphics. However, the game is very difficult. You can slowly progress through the levels, but the occasional quirk will have you stumped for aeons.

This form of time travel can get very frustrating as you puzzle your life away, but if you're not too bothered by Speccy ports and silence, and if you enjoy being flummoxed, step into the *Time Machine* and head back to the dawn of history.

James 'Piltdown Man' Leach



Hmm. That cave might be useful in a cold snap.

FIRST DAY TARGET SCORE

Trigger an ice age

The Verdict

GRAPHICS67%

■ The Spectrum that Time Forgot.

SONICS00%

■ Great game to play in a library!

GRAB FACTOR65%

■ Bit difficult to fathom at first.

STAYING POWER...81%

☐ Great if you're a lateral thinker...

AA RATING

☐ A timeless concept to keep you going for

76%

CALIFORNIA

Kixx 0 £2.99 joystick/keys

Oh, the sun. The sand. The surf. California is still certainly the place to be. It's ideal for lying around and watching the beautiful people and weirdos parade past. Why anyone should want to indulge in exhausting sports there is beyond me. Nevertheless, people do.

California Games is a decathlon-style compilation of six trendy West-Coast sports. You and four like-minded pals can participate in a competition comprising of skateboarding in a half-tube, Hacky-sack foot-bagging, BMX stunting, surfing, roller skating and Frisbeeing. These are loading in one by one, and the four players take it in turns to achieve greatness at them

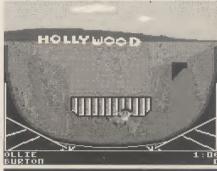
Typically, each player will have three lives, and must gain points for stunts, style and skill. In some games you take the form of a female. in others you're male. Typically Californian equality.

In all the games there is a serious amount of joystick waggling, with many of the stunts requiring a lot of practice. Don't expect them to be easy. Some, like the BMX and skateboarding are wickedly hard. Frustration may build and tempers may fray!

The graphics are large and bright with very sunny, California-type colours. Unfortunately, the scrolling is jerky and the gameplay slow.

SECOND OPINION

"Quite nice because it reminds you of summer, but the games themselves aren't a lot of cop. Not bad for the money as a compilation, though."



• Ollie comes a cropper on the half-tube.



This unhappy-looking dude's Hacky-sacking.

But overall this is a decent selection of simple games to play, all with a common theme. You will need good timing for a few, and will probably need a deal of luck as well. It'll be a great compilation to play when winter is here and it's raining outside.

James 'Baywatch' Leach

FIRST DAY TARGET SCORE

The Verdict

GRAPHICS63%

■ Sun, sand, surf and sex (eh? – ed)

SONICS48%

Sounds like a typical Californian summer.

GRAB FACTOR......64%

☐ Lots to see and do.

STAYING POWER ... 59%

☐ Does require practice and skill

AA RATING

67%

☐ Challenging set of multi-player games.

THE BOXER

Cult ● £2.99 tape

Just imagine the fun you could have with a pugilist (look it up) of your own! Think of the money you could make if he was any good! In The Boxer, this is exactly the scenario you are presented with. You are a boxing manager with one promising lad in your care.



● The tension builds during a fight. Hit 'im, my son!

At the start of the game you set up his skills and abilities by allocating points for fitness, stamina, strength, morale and so on. Before each match you must train him in specific skills to raise these values.

Then you arrange a venue and an opponent. The opponents range from evil giants with sledgehammer fists to a stunted weakling with a punch like an enfeebled earthworm.

Hiring a large venue is expensive. If not enough people turn up, you'll be well out of pocket. Similarly, if your boy gets his head punched in, the hospital fees will mount up. Rioting sometines occurs at the ringside, and you'll also have to stump up for the damage caused by the fans.

You can bet on the outcome of any match, though. Betting on your lad might be loyal, but if he's rubbish you'll lose out, so it's best to go for the opponent. It's possible to earn a bijou pile of rhino by watching your lad get consistently beaten.

Graphics are simple, but work well. The match is shown on screen as it's battled out, but you don't know how it's going until someone is KO'd. Sound is also simple, but effective; mainly heavy thumping sounds.

This type of game is naturally limited owing to its linear and non-variable form, so you won't be playing it exclusively for the next few weeks. However, there are five levels of

SECOND OPINION

"It's got graphics, which is going one better than most management games, but that's not saving much. Quite simplistic, and only of interest to dedicated strategists." RL

difficulty, and there is a lot of fun to be had as you try to get the lad in shape for the World Title. A great little budget game, if you like manager simulations.

James 'Rocky' Leach

FIRST DAY TARGET SCORE

The Verdict

GRAPHICS.....56%

☐ Infinitely better than none at all!

SONICS47%

Jingly tune and serious thumping.

GRAB FACTOR.....72%

☐ Forget the training. Get stuck in!

STAYING POWER...55%

☐ You'll eventually get punch-drunk.

AA RATING

67%

☐ Certainly one of the better management games.



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'IN WORLD

£9.99 tape £14.99 disk oystick/keys

It's not very pleasant when your entire family is brutally murdered by an evil druid. You'd no doubt be a bit miffed. Apart from the upset and annoyance, there's also the inconvenience of having no-one to bring you up properly.

That's exactly what happened to Ulopa Cariken. His family happened to posses a magical amulet, which naturally made all the evil

beings in the neighbourhood extremely jealous. Malder was the evilest, nasti-

est, wickedest wizard in both whole wide worlds. So one day he broke his way into the Cariken household and

mas sacred the lot of them. All, that was, except a two-year-old Ulopa. He was rescued by a faithful servant and taken away to somewhere safe.

Malder, of course, made off with the sacred amulet, to use it for his own evil ends. However, his wrongdoings managed to break the artefact into lots of pieces - an explosion scattered the bits across the entire land. (These things happen when you mess around with magic.)

Anyway, Ulopa grew up an orphan, raised by his Dad's ex-servant Thorax. When the boy turned sixteen, Thorax told him the story of how his relatives were killed, and how Maldur subsequently became ruler of the kingdom, and how Ulopa better jolly well do something about it.

So off sets our young hero. He needs to collect the 23 pieces of the amulet, for only then can he destroy Malder for good and banish the darkness that has spread across the land.

The thing is, it's not simply a case of wandering around, picking up the pieces and sticking them together with superglue. For a start, the landscape itself is pretty perilous It's littered with swamps and high ledges and other rough territory. On top of that, hordes of evil creatures under the command of Maldur are out for your blood. The bigest complication of all, though, is that there are two 'worlds'. One is above ground, the other is subterranean. They can be stepped between when the appropriate portals present themselves. Both need to be explored if the quest is to be completed successfully.

Our hero is not completely defencless, though. He can blow bubbles. Now that may sound like a pretty feeble method of monster-

bashing, but it's not. These bubbles can be flung around with some degree of accuracy, and any creature that gets in the way will know about it. They come in three flavours. Strong, superstrong, and double-superstrong.

Control of Ulopa is easily mastered. The little chappie is fairly agile. He can leap around athletically and crouch down low. Both actions are good for avoiding the enemy. When stood directly in front of a portal. a quick downwards tap allows him to flip to the twin world. Repeating the action elsewhere makes him stamp on the floor - which comes in useful later on. Firing the bubbles is straightforward enough. Actually hitting anything is another matter - they seem to go everywhere - everywhere, that is, apart from where you originally intended.

Most of the early beasties that you'll encounter are easily dismissed. It's just a case of standing a safe distance away and discharching a couple of your potent bubbles at them. When they die they leave behind a little present, usually worth extra points, but sometimes rather more valuable...

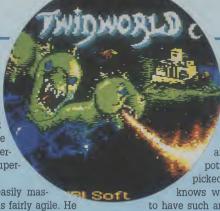
There are a large variety of these mosters. Flying beasts rarely bother you unless you're unfortunate enough to jump directly into them. Then there's this

creature which simply walks around. It has a preset pattern, walking first one way, turning on the spot and walking back again. As long as you stay out of its patrol, you can easily avoid it and shoot it down without putting your-

As you get deeper into the game. though, the creatures get more and more dangerous. Some shoot back. And as if that wasn't enough there are dragons with detachable heads that chase you, and there are pit monsters that live

self in mortal danger.

under-



ground, waiting for the unwary to walk near enough to make a quick meal out of them. Blowing these bubbles is thirsty work. Fortunately, there are plenty of refreshing potions around that can be picked up and drunk. Heaven knows what these elixirs contain to have such an effect! (Probably wash-

Once destroyed, a creature leaves behind a gift. Pick it up quickly, as it disapears in a couple of seconds. And if you manage to find a magic flute, you can call up a shopkeeper. Now you can buy various items to further your quest in destroying evil.

A tune plays merrily away on the title screen. In the game itself, though, you're limited to rudi-

ing up liquid.)

mentry spot effects. A few chirps and bleeps inform you that you've picked something up, fired a bubble, or killed something.

The background scrolls along smoothly your character makes progress. It's quite a large playing area, taking up perhaps two-thirds of the

screen, so the flicker-free scrolling is quite an achievement.



"Cute and playable, certainly, but with only four colours on-screen, those hazards are just that bit too tricky to spot for my liking. Otherwise, a pretty good outing in one of the better genres." RL

The playing area is drawn completely in the Amstrad's four-colour mode. The initial levels are drawn in black, green and brown - colours that look atmospheric enough, with lots of mud and grass. It can make things a bit hard to spot, though, and you'll need to keep your eyes peeled for the tiniest change in graphics.

Everything is well drawn - Ulopa looks particularly cute. But don't be fooled - his rambo-style headband shows that he means business.

> Twin World is one of those games that'll keep you coming back to your keyboard again and again until you finally complete it.

> The difficulty level is pitched just right so that you don't progress mega-quickly, but it's not so hard that you become disheartened and pack it

You simply won't rest until the evil Maldur has been destroyed for ever and

Adam (Cutesy) Waring





Need some help to get you statted? Then learn from on the AA guide to a long and healthy life in Twin World.

Need some help to get you started? Then learn from our mistakes! Here's the AA guide to a long and healthy life in Twin World.

Clook before you leap. It's all to easy to misjudge where the ground finishes and the water begins/ finishes and the water begins;

Kill everything! Most of the baddies you shoot will just gain you extra

More time lives and other goodies a •Kill everything! Most of the baddies you shoot will just gain you extra there for the taking.

More time, lives and other goodies are

Explore unlocked doors and tunnels first. You'll find that many of the locked nortals are unecessary to go through They're just a waste of a locked portals are unecessary to go through. They're just a waste of a valuable key.

please to publish the best one!

valuable key.

Mapping the layout is immensely helpful. The same baddies always give to find and where Mapping the layout is immensely helpful. The same baddies always give and of course, when will finally complete the came. As will be only to up the same item—so mark down what you can expect to find and where down the best one! please to publish the best one!

One of the flutes is to the right of the third level. Kill one of the bird-like it drops out of sight forever!

A please to publish the best one!

Creatures that hovers over a chasm, then quickly jump for the bird-like it drops out of sight forever! it drops out of sight forever! it drops out of sight forever!

When you approach a powerful creature, such as the dragon, change to are fine for the weedier creatures.

It drops out of sight forever!

The not powerful creature, such as the dragon, change to grade bubbles.

are fine for the weedler creatures. to top up your supply.

are fine for the weedier creatures.

Don't be afraid to let up with your bubbles. There are plenty of potions



• That dragon's asleep. This should wake it up...



...Blam! Direct hit..



• ...Oh no! Bits of the dragon are after me. Scarper!



That 'orrible creature's guarding the crystal..



... A couple of quick shots and he's history...



... Now it's there for the taking.



FIRST DAY TARGAT SCORE

Complete the first four levels

The Verdict

G	R	A	P	H	I	C	S	76%	

☐ Cute, atmospheric graphics. A bit hard to make out sometimes.

SONICS72%

Brilliant title tune.

Limited FX.

GRAB FACTOR80%

Easy to control character.

It takes a while to figure things out.

STAYING POWER ... 86%

Loads and loads to explore!

Linear games all get finished evetually.

AA RATING

82%

Cute game that you'll keep playing until you solve it.

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Colour Dump 2 £12.95 Advanced Art Studio £19.95 Star LC-200 PRINTER £219.95

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All prices include cable, ribbon, VAT, and postage and packing. Courier service avail-able, add £5 FEEL FREE TO CALL FOR ADVICE

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A cheap Epson FX compatible, with a range of text styles and sizes in draft mode, limited in Near Letter Quality. £139.95

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Well built and very reliable, offers all the sizes
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VISA

Prop. M.J. Cooper

Balrog

More adventure news and reviews from the big hairy one

NEWS... NEWS... NEWS...

Adventure PD!

A new adventure PD library is being set up by Debby Howard (adventure columnist for the United Amstrad User Group magazine, CPC User). At the moment Debby is looking for adventures to add to her library so, if you have written an adventure which you would like to go PD, then send an SAE for more information to her at 10 Overton Road, Abbey Wood, London SE2 9SD.

Making your first adventures Public Domain is an excellent way of making a name for yourself (as s by Ken Bond). Debby has not yet opened the library, so please don't write to her asking for games

WoW Software

As reported in last month's *Balrog*, Joan Pancott HPilg, has started her own software house called WoW Software'. The initial selection of adventures includes three new titles (*Simply Magic*, *Crispiy Crunchy* and *Time*) and a whole pile of re-releases (including the *Lost Phirious* and *Arnold* trilogies). More details can be obtained by writing to Joan at Radipole Lane, Weymouth, Dorset DT4 9RS or phoning 0305 784155 any day between 1 and 10pm

Amstrad Success at Adventure Probe Awards

Adventure Probe magazine has just held its first convention, and Amstrad users collected many of the awards on offer.

Ken Bond scooped the 'Best text-only 8-bit adventure of the year' for his game, *The Island*. Joan Pancott HPilg was awarded 'Most helpful adventurer of the year' and Lorna Patterson 'Best playtester of the year'. *Scapeghost*, by Level 9, was awarded 'Best graphic adventure game' and Delta 4's *Mindfighter* was 'Biggest game let-down of the year'. Apparently a good time was had by all who

attended the convention and the editor, Mandy Rodrigues HBalg, is already planning the next one



Boldly going where angels (and other reviewers) fear to tread, the Balg this month experiences the Last Days of the Planet Doom as well as reading all about the secret art of adventure writing...

BALROG'S POSTBAG

• Please Help!

I am interested in buying an adventure writer for my CPC464, but I do not have very much money to spend! Please advise a good, cheap package on tape only (64k only too!)

Jonathon Burton

The cheapest creator around (and still very good) is the Quill – available from Gilsoft at £3.99. Write to Gilsoft at 2 Park Crescent, Barry, South Glamorgan, CF6 8HD. GAC is also still available from Incentive Software – Zephyr One, Calleva Park, Aldermaston, Berkshire, RG7 4QW. Price is £22.95 on cassette and £27.95 disk – cheaper versions can be bought by looking at the adverts from mail order companies. If you decide to invest in a disk drive then you can always use the PAW (available from Gilsoft as well) – PAW is probably the best adventure creator on the CPC. If

you have a ROM board then you should also consider ADLAN (reviewed AA60).

I am interested in starting to learn to play adventure games – please can you suggest a starter for me? I have a disk machine.

S Drew Weston-super-Mare

A good game to start adventuring on is Gnome Ranger or Lancelot – both available from Level 9. The reason I recommend them is that the packaging is very comprehensive in introducing new players to the world of adventuring. Level 9 can be contacted at PO Box 39, Weston-super-Mare, Avon BS24 9UR or Tel: 0934 814450. Fax: 0703 331523. I would also recommend any Infocom game, but nowadays it is quite difficult to find any companies that still have stocks left.

Computer Adventures - The Secret Art

Gil Williamson ● £7.95Amazon Systems, Merlewood, Lodge Hill Road, Farnham, Surrey GU10 3RD ● ISBN 1-872755-00-3

Computer Adventures – The Secret Art is aimed at all who are interested in writing adventure games (and let's face it, who hasn't wished at one time that they could write a good adventure?) or people who are just interested in how a good adventure is written. As the author says, there is an art to writing a good adventure and this book is intended to teach you this art.

Gil has analysed the features of successful games and presented them in the form of a Do-It-Yourself manual. The book reveals the secrets of how to plan, how to write and how to sell computer adventure games. It guides you through all aspects of writing adventure games, from conceptualisation and collection of ideas, through to programming, testing and marketing.

The book assumes that you have played adventure games before, but it does not assume any programming knowledge – in fact the book is not machine-specific, although PAW, Quill and GAC are mentioned in it.

With chapters on how to get ideas, developing and testing your game, game-writing systems and creating non-player characters, the book seems to have nothing missing. It's

well-written, with 128 pages of inspiration and reference material. If you'reserious about writing an adventure, then read it: your adventure will be easier to write and will be better. An indispensible asset for the serious adventure author.



The Last Days of Doom

Topologika ● £19.95 + 50p post, disk only ● PO Box 39, Stilton, Peterborough PE7 3RL. Tel 0733 244682

ast Days of Doom is the third and final part of Topologika's Doom series of games (the other two being Countdown to Doom and Return to Doom – see the minireviews below). Written by Peter Killworth (author of Philosopher's Quest – a classic game), Last Days is, in Peter's own words, "cosmic in parts – after winning, you'll literally never be the same again!" – strong words to say about any adventure – is Last Days really that good?

Well, I'm not sure if it will change your life, but Last Days is certainly a good game. This time the planet Doomawangara (Doom for short) is dying... and only you can save it. Doomquakes, eruptions and other nasty things are happening on the surface and goodness knows what's happening underground. To cap it all, a third artefact has turned up, not far from a ruined, walled city. The experts reckon Doom will blow up in a few days time and any sane person would stay away - but you feel you have to try and help. As usual, you crash on the planet whilst trying to land - this is where the game starts with you in your ship with your crew of three (don't worry about them - they're all crushed to death about a minute later!). The crashed cruiser is quickly slipping into a deep chasm and you'll have to escape fast or the chasm will turn into your tomb! What follows is a race against time to escape the ship and rescue your trusty robotic dog companion - yes, the lovable dog from Return to Doom is back, and is a good side-kick a sort of Topologika version of Floyd. Rescuing the dog is difficult, and indicates the level of difficulty throughout the rest of game. This is not only one of Peter Killworth's best games but also one of his hardest!

You needn't have played the previous two games to enjoy Last Days of Doom, but it helps a lot! If you have already visited the planet Doom and experienced the various inhabitants before, then the atmosphere and enjoyment of Last Days is greatly increased. In fact, knowledge of the previous games, though not essential for completion of Last Days, does help. If

you have played *Return* and *Countdown*, then you will be much better prepared for some of the puzzles you encounter.

Puzzles are what Last Days of Doom is all about. They vary from simple object manipulation to incredibly complicated time-related posers. These puzzles cause a lot of frustration in the game; there are some objects that can only be used once, but due to a lack of an examine command or a helpful description you have no idea what they are! What follows is a lot of saving and restoring while you experiment with various spheres, rods and cylinders to try and discover what they all do. In fact you will find yourself dying a lot in this game as it is so difficult – with no Ramsave or Oops, you'll have to rely on good old-fashioned saving to disk which, although fast, is still an annoyance.

As with all Topologika games, Last Days of Doom has a comprehensive on-line help system, structured in stages. You initially get a partial clue, then a more detailed one, and so on. You are more or less guaranteed to use the help function of Last Days sooner or later!

The package also comes with a bonus game, *Hezarin*, on the B-side. *Hezarin* is a typical swords-and-sorcery style exploration game. It's large and well-written and it complements the science-fiction style of *Last Days* well.

Last Days is expensive — it's nearly double the price of the first two titles in the trilogy — but when you take into consideration the bonus game the price works out reasonable. Even so, £20 is a lot of money...

Original and well-written games are Topologika's strong point. Where other companies have moved on to developing flashy parsers and amazing graphics, Topologika has stuck with its original format. Although flashy parsers and amazing graphics do add to a game, they sometimes hide an unoriginal, illogical and poorly-written game. If you prefer a good old-fashioned challenging adventure with loads of well-thought-out logical puzzles, then buy it. In fact I recommend buying the whole trilogy — you won't regret your decision and you'll be busy adventuring for a long while!

INTERACTION	80% 67% 90%
OVERALL	82%

Countdown to Doom (reviewed AA26) ● £11.95, disk only

You crash-land on the mysterious planet Doom. The planet's atmosphere slowly corrodes your spaceship so you must fix it quickly. Searching for spare parts you'll also find treasure – escape, and you'll be rich.

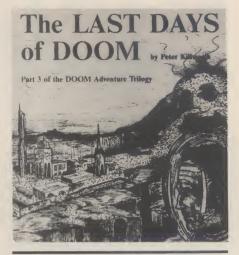
OVERALL

59%

Return to Doom (reviewed AA35) ● £11.95, disk only

You visit Doom again, this time in answer to an ambassadorial distress call. *RTD* has devilishly difficult puzzles and introduces you to your trusty robot dog, who plays a large part in *Last Days*.

OVERALL 70%



Clue Sniffing with the Balrog

This is the only true clue pot for people in sticky situations. Accept no imitations.

Note well these names: Simon 'Aragorn' Netherwood, Huddersfield ● Ross Instone and David Roff, Walsall ● Nigel Arnott, Stretford ● Trevor Fuller ● Hazis Dolgizas ● Simon Avery, Chudleigh

These adventurers have earned everlasting gratitude for sending in their tips for this month's *Clue Pot*. You too can help put fellow adventurers out of their misery, as well as having the satisfaction of seeing your name in print and published around the world...

Base (especially for M J Palmer)

- To get through the grille in the showers, use soap after removing all clothes and go down.
- Lift the grate with the crowbar.

The Big Sleaze

- Whisper to the librarian about the maltese bullfinch
- Central Park: Get out of car, Nx2, W, get net, E, N, E, N, W, N, examine bridge, shoot whale, catch whale, examine whale, get bullfinch, S, E, S, W, Sx3, get in car, touch wires, drive to Central Manhatten, get out, S, SE, enter building, push button, enter elevator, push button 102, leave elevator.

Castle of the Skull Lord

Get the saw. Climb the tree. Get the bee hive. Go down. Chop the tree. Get the oar – you need this to row the boat. Give the bee hive to the bear to get the key – which you need to open the castle door. You need a bone to hit the dog with. When you are hanging on the rope drop the torch. In the castle get the cross and holy water then bless cross. Show cross to vampire now you can get the torch.



SPECIAL OFFER

Brian Kerslake of Topologika has put together a special offer for AA readers - buy any three Topologika games for only £27!

So you could buy the complete Doom trilogy for £27 (a saving of £17) or any other three Topologika games. The games available are:

Acheton (AA29 - 69%) · Avon (AA51 - 87%) · Monster of Murdac (AA11 - 75%) - Countdown to Doom (AA26 - 59%) • Return to Doom (AA35 -70%) · Last Days of Doom · Giant Killer · Kingdom of Hamil · Philosophers Quest (AA26 -58%) · Hezarin

All you have to do is write out a cheque for £27 made payable to Topologika, send it to PO Box 39, Stilton, Peterborough PE7 3RL along with the three game titles you want. This special offer is only open to January 1st, so hurry!

Corruption

 If you can't get away from the hospital, then try this one:

WAIT until Nurse Stephenson goes out of your ward. GET UP. TAKE ALL FROM BRIEFCASE AND EMPTY BED. S. W. WEAR BANDAGE. Go to the TV room and GET ALL FROM LOCKER (having opened it). GET STETHOSCOPE (from Boris) then PUT them ALL EXCEPT PAPERS (which you must PUT ON BED) INTO PILLOW CASE. Go outside the Operating Theatre. LIE ON BED

- It's not necessary to get out of the ambulance, but if you don't want your things to stay in the pillowcase then GET UP and GET ALL FROM PILLOW CASE. WEAR CLOTHES. REMOVE BANDAGE AND PYJAMAS. OPEN DOOR and when the traffic has stopped Outside le Monaco simply type "S".
- The main reason for going to hospital is for the stethoscope, with the help of which you can open David's safe found by REMOVing the TV. So WEAR the stethoscope. PUT it on safe TURN DIAL until it swings open.

Dracula (especially for Rene Johansen)

Part 2: Examine the seat in the carriage and open the compartment and get the blankets and wear them to survive the cold. Feel around in the bat's mouth and press the button to gain entry into the castle.

In the coach look in the woman's eyes.

Subsunk (especially for Stephen Wilson)

Fill beaker with water from basin. Get the broom from the broom cupboard and rubber sucker from tool box. Attach sucker to broom and you now have a plunger for the sink. Plunge basin and the water stops. This also drains all the water from the area below the 2nd deck passage.

Very Big Cave Adventure (especially for Darren Gregory)

To get the bird, open the can (and do it again for the Python!)

COMPO CATACLYSM!

Blast, blast and double-blast! Eagle-eyed readers studying last issue's brilliant Balrog Birthday competition details have been jamming the AA switchboards following our minor oversight (whereby we managed to avoid printing about 99.5 per cent of the information you needed to enter).

Just to refresh your memory, if they answer the questions correctly, ten lucky readers stand to win copies of the following: Castle Master

Lords of Chaos

Bloodwych

Computer Adventures - the Secret Art Plus... a year's sub to the Adventurers Club

Plus... a copy of the ADLAN adventure creator to the first name out of the hat.

And the questions?

1) Bloodwych and Lords of Chaos are role-playing games - name another CPC role-playing game.

2) Castle Master was written by Incentive Software, which also markets a famous adventure writing system - what was this system called?

3) ACL is the longest established adventurers club in the UK - what year was it formed?

And last, but not least...

4) In which issue did yours truly, the Balrog, first write for Amstrad Action?

Send your competition answers, together with your preference for tape or disk, on a postcard or the back of an envelope to:

Balrog's Birthday competition, **Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street.** Bath. Avon BA1 2AP.

The closing date is the 15th November. Remember to say whether you require tape or disk!

Wolfman (especially for Rene Johansen)

The numbers by the lock are linked to letters of the alphabet and read INSERT KEY AND PUSH.

Jinxter

Keith O'Conor has the answer to James Burr's problem: To carry the saddle across the cloud, put it in the sack (the one that the gardener leaves behind.)

Kentill & Rigel's Revenge

That incredibly helpful ranger, Simon Netherwood, has come to the rescue of Stephen Farrelly and Tim Bell:

- Kentilla: You need to go Sx3, W from Timandra to find Zelda and then S,W to the
- Rigel's Revenge: After getting the bomb, mine detector, Rigelian uniform and gun, turn the dial on the detector and cross the minefield

HELP!

Desperately stuck in an adventure? Then send in your question to the Balrog and it will be printed in the magazine. If you can, write to a Lord or Lady of Adventure but, if you can't find one with the game you want, then write to the

• Stephen Borner is troubled with Ingrid's Back and Lord of the Rings - In part three of Ingrid's Back he has the painting, diamond, letter and filofax but he can't get into the office, safe or bedroom.

In the Lord of the Rings he does not know how to get out of the Old Forest.

- M J Palmer is stuck in Shard of Inovar -How do you get the amulet of fire from the temple and get past the Naslava?
- Paul Stones has a couple of problems in Tombstone - he would like to know how you get past the ghost on the first stairway and also how you get out of the well.
- J Constable is desperate for help in The Mystery of Arkham Manor - He has found all the objects on side one of the tape except how to get the cross in the church. Everytime he tries to get the cross the Vicar arrives and says "leave that alone". Also, do you have to say anything to the Blacksmith to get him to talk?'

Lords & Ladies of Adventure

Five new Lords of Adventure join the Balrog's column this month, each one raring to answer your every problem. Remember – be polite, and don't forget the SSAE!

Colour of Magic · Forest at World's End · Gnome Ranger Heroes of Karn • Rebel Planet • Questprobe • Seabase Delta Subsunk.

The Dragon Master, 12 Gretton Crescent, Aldridge, Walsall, West Midlands, WS9 ODY

Questprobe 3 Rich Thomas, 85A St. Johns Road, Cannock, Staffs, WS11 3AL. Tel: (0543) 503045, Mon-Fri, 5-10pm.

Ross Younger, 3 Cammo Parkway, Edinburgh, EH4 8EP

Adult II · Base · Forest at World's End · Ghost House · Gremlins • Heroes of Karn • Hollywood Hijinx • Island • Message from Andromeda • Moonmist • Seabase Delta •

Test - Wolfman.

Ben Isba, 11 South Road, Bowdon, Cheshire, WA14
2JZForest at World's End • Kobyashi Naru • Message from
Andromeda • Quest for the Golden Egg-cup • Rigel's Revenge · Snowball · Venom Bill Bennett, 171 Stapleton Hall Road, London N4. Tel: (081)



For Sale

£500 Amstrad software including Stop Press, Xpress, Advanced Art, Mini Office, Protext, Tasword, Tascopy, 60+ games. Also mouse, 64K expansion, two joysticks, all £70 o.n.o. Phone Alex on (087533) 252.

SWIVEL, fifty ball bouncing bat bashing thumb sucking mind warping labotomising levels to defeat. Send £2.00+ blank disk or tape to: Rebus Software, 27 Fairfoot Road, Bow, London, E3 4EG.

464 COLOUR, DDI disk drive, modulator, £300+ games, manuals, joysticks, loadsamags, books, lightpen, will split, excellent condition, worth £800+. Will sell for £500 together. Tel: (029675) 434 after 6pm.

CPC464 green screen, good condition, little used, manual, boxed Supercalc, other business and games programs, best offer over £150, please phone (0373) 62051 after 6pm. (Somerset).

DDI-1 disk drive: for £70 RS232 serial interface: for £20 64K memory expansion: for £15. TV Tuner turns Amstrad monitor into TV: £40 o.n.o. Ring Russell on (0279) 724616 after 6pm.

CPC6128 mono monitor, 2nd disk drive and DMP2000 printer, lots of software Pascal, dBase, Protext, Mini Office, 'C', Forth, Maxam, Pyradev scratchpad, plus more, £375. (0442) 43230. CPC6128 green monitor, excellent condition £490 worth of games on tape and disk, joystick, leads, tape recorder and manual, boxed only £275 o.n.o. What a bargain. Tel: 091-528 0382 evenings/weekends.

RAMBASE 2. 34K PD database for the 6128. Send disk, SAE and £1 copying fee. Also 16 ACU magazines from 1985-87. Offers please: J. Fairlie, 20 Montague Road, Saltford, Bristol. Tel: (0225) 873988.

CPC464, colour monitor, two joysticks, Multiface Two, over ninety games, mags, worth £400+, must sell £220 or highest bidder. Interested? Ring (0981) 250092, ask for Paul, evenings not Fridays.

CPC464, colour monitor, Multiface II, disk drive, 120 games, basic and machine code books, Assembler, joystick, joystick splitter magazines, lightpen, 1 year old, £300 o.n.o. Phone Richard on Burntwood 3665 (after 4.00pm.)

CPC6128 with colour monitor, manual, AA dust covers, two dynamic Pro 5000 joysticks and £400 of disk and cassette games worth £800+ will sell for £350. Phone (0502) 565645 evenings.

AMSTRAD 6128 disk drive, colour monitor, joystick, black desk, swivel chair, dust covers, over £260 worth of games. All only 9 months old, must sell at a bargain price of £400. Tel: Carl (0325) 319004.

HEBREW word processor, CPC disk, pointed/unpointed text, £10 from C Farrow, 50 Aylen Road, Portsmouth, Hants, PO3 5HD.

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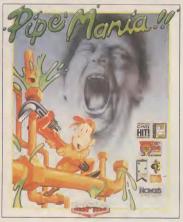
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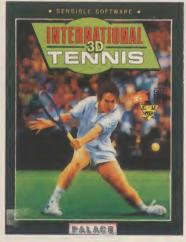
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Greetings, my fellow key-tappers. Lady Lamb has returned with the regular two pages to bleat on about the virtues of the Public Domain, filled with programs at a price that won't fleece your pocket. This month I dip into the *Free For All* postbag – a sort of a 'sheep dip' I suppose...

ast month I finally had enough time spare to plug in my modem, boot up MEX and take a trip around the bulletin boards in search of freebie downloads.

Bingo! I hit paydirt aftermaking only three calls. Aspects on 061-792-0260 is the place to land. There is a veritable tonnage of CP/M and CPC BASIC stuff to be stuffed into your micro. Aspects is run by Dave Gorski (the programmer of The Cage Comms ROM), who is a guru when it comes to talking about TURBO and JRT PASCAL.

The good news is that you don't have to wait about to be verified. No, just type in your full name and address and you are into the matrix with your very first log-on!

All of you who are beginning adult education courses or part-time degree courses (me included) which involve learning PASCAL could do well to log-on, register and then download JRT Pascal from Aspects. You can then badger the SysOp (System Operator) for some practical programming help!

I log on to Aspects with a CPC6128 and a Linnet modem set at 1200/75. The board is

GET IN TOUCH

If you are running a Public Domain library, write to me here at the Amstrad Action office and tell me all about it. If you want me to review some of your library's programs (think about the free publicity) send them in on a 3-inch disk and I'll have a look. But (and this is a biggy BUT) if you want your disk returned please scribble your name and the return address clearly on the DISK label, not the case label. (Don't send me disk cases, they tend to get lost.)

You don't have to be running a Public Domain Library to get in touch with me personally, either – anybody can write in and tell me about their experiences with PD programs, the libraries that supply them or the back-up service provided.

LEGAL EAGLES

Remember the saga of the Bankman I mentioned last month? What do you mean, you didn't buy AA last month? Shame on you!

Well, I had a couple of complaints about PD Libraries which had supplied programs that required a file called BANKMAN.BIN to run, but these had not been included. I pointed out that the file is supplied by Amstrad on the two master disks that come with the 6128 (mustn't call them CPCs any more). The point was that after the gents asked what was going wrong, they both asked, "what legal action can I take?"

Well, chaps, I think you've missed the point. Recourse to instant litigation isn't quite the right attitude to take, for several reasons. Let's take a look at them.

There is a veritable mountain of programs available out there in the in the big wide world of Public Domain. I'll be the first to admit that, although the vast majority of them are well worth looking at, there are the occasional programs that would make you prefer to curl up in bed with a good book and a nice cup of Horlicks.

This is because on one end of the programming scale, some of them are written by enthusiastic beginners who are keen to try and get themselves 'known' in the CPC world. And at the other end of the scale, some programs are written by professional programmers who subsequently donate them into the Public Domain for the hell of it.

Don't get me wrong, I'm not knocking the enthusiastic beginner who writes a 2K program

that simply erases back-up files. Who's to say that in days to come he won't go on to donate something akin to Newsweep or VDE?

It would be equally daft to try and knock the experienced programmer who, having donated his masterpiece to the masses, promptly sells his CPC and defects to the Amiga or PC.

The point of having the Public Domain arena is that it is a constantly bubbling cauldron of ideas in which both inexperienced and experienced programmers are learning new and old programming 'tricks' from each other. In the meantime, you and I as 'pleb end-users' benefit by being able to use the spin-off programs from all this technical interchange.

Talking about "how to take legal action" against PD Library because a program isn't exactly what you thought it was, is plain daft for a number of reasons.

Firstly, PD Librarys are often the innocent party. They are usually run by one or two people on a non-profit-making basis. (OK, there may be a fee involved but I'l explain the reasons for that next month.) Their motives for setting up a library are to keep the 'cauldron' bubbling. The more CPC Amsdos and CPC CP/M specific PD outfits that pop up, the more you and I benefit.

If you start sending letters hither and thither, threatening potential legal action because you haven't yet read your computer's manual properly then it will tend to discourage potential new libraries starting up, which in turn will eventually stifle the CPC Public Domain.

available 24hrs a day except for a short time around midnight when the SysOp carries out his daily update.

So what is CP/M?

In answer to a few queries I've had from puzzled people out there, now's probably a good time to explain a few things about CP/M...

There is a wealth of wonderous Public Domain software available out there in the big wide world, available at ridiculously low cost for all sorts of different computers using widely differing Operating Systems

If it hadn't been for the creation of CP/M however, the Public Domain would not exist. So what is CP/M and why is it in our CPCs?

Alan Sugar and Doctor Gary Kirdall (maybe not in that order) certainly gave us CPC (and now the potential 'Plus') owners something to feel smug about when looking around at other computers. Most of the competition have only one Operating System, yet under our, hot and

sweaty, fingertips we virtually have two computer systems working in the same box.

Yup, Amsdos is there when you initially power up your Arnold but stick in side one of the two disks that came with your gun-metal (or even cream-colured) beastie, type in the mystical command | CPM and you are into a whole new world.

Control Program and Monitor (or Control Program for Microprocessors depending how old you are) is a Disk Operating System that dates from pre-historic times (well, the mid-1970's anyway). It really is a dinosaur, the grandfather of all DOS's, not user-friendly, in fact it is positively user-hostile, but CP/M's saving grace is that it is extremely powerful.

For example, using CP/M+ it is possible to address sixteen disk drives from one machine. This means that it is possible to have fifteen extra 3.5-inch disk drives 'chained' onto the back of your CPC. Using the 796K, D20 disk format and including the built in 3-inch drive, it

means that you could have access to 12,118K of available disk space without even having to flip a disk. Impressive, huh?

Although CP/M appears very daunting to the first-time user, the good news is that with a little bit of blood, sweat and (a lot of) tears, you can learn to love the dinosaur and find the relationship a deeply rewarding one.

Deserted island disks

A few months ago I picked out my personal top ten PD programs that I would take with me if I were to be (accidentally-on-purpose) stranded on a deserted island. This month I'll have a look at the first of the three 'leisure' programs I selected...

• CLASSIC ADVENTURE

This is a text-only CP/M adventure game and it's one of the earliest implementations of the original that I've ever seen on a home micro. There are no pretty pictures in sight but I don't find this a limitation – in fact I find it a positive blessing. I prefer to use my imagination to picture what the loacations look like, not to be shown.

The first time I ever played this adventure waswhen I studied in Colchester, on Essex University's mainframe, way back in 1977.

Strictly speaking, the program shouldn't have been in the mainframe's memory tapes in the first place, but a kind boffin had placed it there. In addition I shouldn't have been using the department's mainframe 'out-of-hours'... Anyway, the point is that I spent a great many hours (too many) wandering around this ficticious world, unsuccessfully trying to complete some undefined mission.

Guess my surprise when I got a copy of the CP/M version of *Classic Adventure* from WACCI and found that after an initial message from the computer interface said: "Go read a book while I get my act together". After about sixty seconds I read the familiar message...

"Somewhere nearby is The Colossal Cave, where others have found fortunes in treasure and gold, though it is rumored that some who enter are never seen again. Magic is said to work in the cave. I will be your eyes and hands. Direct me with commands of one or two words. I should warn you that I look at only the first five letters of each word, so you'll have to enter "Northeast" as "NE" to distinguish it from "North". (Should you get stuck, type HELP for some general hints...)"

Quickly followed by...

"You are inside a building, a well house for a large spring... There are some keys on the ground here There is a shiny brass lamp nearby There is tasty food here There is a bottle of water here."

He he... if you now try typing HELP you will get some of this...

"I know of places, actions, and things. Most of my vocabulary describes places and is used to move you there. To move, try words like forest, building, downstream, enter, east, west,

DRAUGHTY STUFF

This month, the program I want to review is something for the slightly more mature CPC user. PCB-DRAFT (82K) is a drafting program written by Bob Francis. Using this BASIC program, the user can design Printed Circuit Board layouts of up to 8 by 4.75 inches. The whole board layout is visible on the screen at once, hence making it easier to route tracks to component pads than with a system that only allows a part of the board to be visible at one time. This does restrict the size to 8" x 4.75" but it was felt that this was quite large enough for non-professional use.

The files that comprise version 1.0 of PCB-DRAFT are:-

PCBDRAFT.BAS
PCBDRAFT.BIN
PCBDRAFT.DOC
PCBDUMP.BIN
PCBEXAMP.BIN
PCBDIAG.BAS
The main program.
m/c support routines.
The documentation file.
Printer dump routine
A sample layout.
A loader for PCBDIAG.BIN
PCBDIAG.BIN

What can it do then? Quite a bit, actually (she said, taking a big breath.) It can:

- Create a PCB layout of up to 8" x 4.75". It has four different-sized component pads.
- Do DIL pads and edge connector fingers.
- It can lay diagonal (45 degree) tracks.
- Tracks can be run between DIL pads.
- Parts of the layout can be moved or copied around.
- The layout can be flipped over through 180 degrees.
- Layouts can be written to, and read from, disk.
- All the colours used can be changed by the user.
- Repeat last command feature to speed things up. Two methods of drawing the tracks.
- Cursor moves in 0.05", 0.1" or 1" increments.

What can't it do? Well, for one thing it can't auto route (whatever that is). Evidently that takes masses of memory and masses of programming. It can't do double-sided layouts (easily). It doesn't have a component overlay facility.

Incidentally, this handly little program comes complete with the coveted Caroline Lamb seal of approval!

north, south, up or down. I know about a few special objects, like a black rod hidden in the cave.

These objects can be manipulated using some of the action words I know. Usually you will need to give both the object and action words (In either order), but sometimes I can infer the object from the verb alone. Some objects also imply verbs; in particular, "inventory" implies "take inventory", which causes me to give you a list of what you're carrying.

The objects have side effects; for instance, the rod scares the bird. Usually people having

trouble moving just need to try a few more words. Usually people trying unsuccessfully to manipulate an object are attempting something beyond their (or my!) capabilities and should try a completely different tack.

To speed the game you can sometimes move long distances with a single word. For example, "building" usually gets you to the building from anywhere above ground except when lost in the forest. Also, note that cave passages turn a lot, and that leaving a room to the north does not guarantee entering the next from the south. Good luck!"

WHERE TO GO

WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a quid and a half to 9 South Close and you'll receive a smaple issue with the PD lists contained therein. But do it today, becuase the WACCI library is a CPC-specific library second to none in the UK.

 DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of the marvellous WIMP environment desktop reviewed last month, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk positively bulging with superior software.

• Got a cassette-based system, and feeling left out of the fun? Tough! No, no, don't shuffle away sulking. Send a blank cassette and 40 new pennies to Robot PD Ilbrary, 2 Trent Road, Oakham, Rutland LE15 6HF and you'll receive a tape jammed packed with goodies. If you're one of those retiring careful types who consider the idea of sending off 40p! to an unknown address absolutely outrageous, you can send for a free catalogue by contacting the

above address (at least include a stamped addressed envelope, huh?).

• The CP/M User Group, 72 Mill Lane, Hawley, Dartford DA2 7RZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.
• TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.
• Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE

+ blank disk will get you two sides of software.
Write to Scull PD Library, 119 Laurel Drive,
Greenhills, E Kilbride, Glasgow G75 9JG.

• The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.

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Soccer Management Simulator for the CPC6128

SMS is probably the most realistic football strategy game available for any home computer. This is because SMS is purely and simply a strategy game, it doesn't try to be an arcade game or a graphical masterpiece. The CPC market is flooded with football manager games that sacrifice realism and strategy to appeal to arcade game fans, or limit gameplay by wasting memory on detailed graphics to catch the eye of reviewers. SMS uses sound and graphics only where they are necessary leaving more memory for important things.

SMS lets you manage any of the 92 clubs in the English League or one of the 38 in the Scottish League. All the clubs are realistic representations of their real counterparts, each has its own ground capacity, level of support, and degree of ambition. Every club has a first team squad containing 17 players, most of whom were present at the end of the 1989-90 season. All the Divisions contain the correct number of teams and play the correct number of league matches each season.

The League and FA cups are included as are the three European competitions. In addition to the 130 British clubs there are 100 foreign clubs, so that there are over 3800 players to buy and sell.

The players in SMS have the following attributes - age, form, position, and overall skill which is made up of the following abilities - ball control, passing, shooting, goal scoring, tackling, work rate, and speed. There are ten player positions, goalkeeper, and left-right-central defence, midfield, and attack. The manager can use any formation he wants and can tell his players which positions to pass to.

Very briefly, other features of SMS are -

concise manual, disk not copy protected, save/load facility, league program, record of league results, financial accounts, youth squad, substitutions, two-leg matches, intelligent opposition, etc.

SMS works only on the Amstrad CPC6128. Price £15.00 including P/P. (Overseas add £3.00) Cheques/postal orders payable to Serious Games.

Send to Dept AA11, Serious Games, PO Box 6, Seaham, Co Durham, SR7 7EE

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Cheat mode

It's bigger than ever! UNCLE PHIL takes another tour of Cheat City...

I guess most people haven't even seen the new console system as yet, let alone thought of cheating on the games (oh, I don't know though...), but it is worth remembering that the Nintendo chappies quite often build help into their games. Although pokes, as such, won't be possible on ROM-based

games, there are always keypesses, playing tips, passwords, maps, solutions, etc. etc etc...

I await your call!

Laser Squad

It's big poke day again! Thomas Jolly of Corbridge has really done the stuff with this cracking routine for the tape version of LASER SQUAD, it gives you just about everything you could possibly need, and more... Waste some 'scape with a dozen off the rocket launcher! All in all a Jolly fine cheat... is no one safe?

(FuAq) 10. '. LASER . SQUAD . POKE

(BtAv) 20. '. DELETE . MARKED . LINES . AS

{ApAo} 30.1.DESTRED.

(PnAu) 40.1.BY.THOMAS.E.JOLLY.21/6/90

{PsAs} 50.'.**CAN.LEAVE.OUT.REMS**

{GtAs} 60.FOR.A=&BE00.TO.&BF59

{Ilao} 70.POKE.A,0:NEXT

(Prag) 80 · RESTORE · 160 · LN=0

{GwBk} 90 · READ · D\$: IF · D\$="****" · THEN · 170

{NvAw} 100 · A = VAL("&"+D\$):LN=LN+1:CHK=0

{DpBk} 110 READ D\$: IF D\$ (> "*" THEN 140

{Plau} 120 · READ · D\$: SUM = VAL("&" + D\$)

{LkBi} 130 · IF · CHK(> SUM · THEN · 200 · ELSE · 90

{FrAv} 140.U=UAL("&"+D\$):CHK=CHK+U

{DsAt} 150.POKE.A.U:A=A+1:GOTO:110

{CwAm} 160 · GOTO · 110

{HxBk} 170 · MODE · 1 : PRINT "REWIND · LASER · SQUAD"

{Foax} 180 PRINT"TAPE SIDE 1 & PRESS PLAY"

{H.iAo} 190 · CALL · & BEOO

{IIBi} 200 · PRINT"ERROR · IN · DATA · BLOCK#"; LN

{GkA1} 210 · END

(MnAr) 220 · '·LEAVE·THESE·LINES

{BoAn} 230 · DATA · BE00

{NwAw} 240 · DATA · 3E, 16, 11, 83, 01, 21, 30, 75

{KpAw} 250 DATA CD, A1, BC, 3E, C3, 21, 19, BE

{FjAx} 260.DATA.32,94,75,22,95,75,C3,30

(GmAx) 270 DATA . 75, F5, E5, 3E, 01, 21, 00, 7F

{Miax} 280.DATA.32,94,75,22,95,75,3A,BB

{CvAw} 290.DATA.52,2A,BC,52,32,56,BF,22

{Jraw} 300.DATA.57,BF,3E,C3,21,42,BE,32

(KnBi) 310 DATA BB, 52, 22, BC, 52, E1, F1, C3 {BnAx} 320 DATA 94,75,F5,C5,D5,E5,3A,56

{Gjav} 330.DATA.BF,2A,57,BF,32,BB,52,22

{H1Ax} 340.DATA.BC,52,3E,C3,21,00,D0,32

{Ntaw} 350.DATA.C8,52,22,C9,52,21,6F,BE

{DxAx} 360.DATA.11,00,D0,01,E7,00,ED,B0

{Krau} 370.DATA.E1.D1.C1.F1.C3.BB.52.DD

{InAx} 380 DATA 22, FE, FF, ED, 53, FC, FF, 22

{AkAx} 390.DATA.F8,FF,ED,43,FA,FF,3E,3A (FpAu) 400 DATA 21,7E,63,32,C8,52,22,C9

{PpAv} 410.DATA.52,DD,21,40,81,11,28,00

(Kjap) 420.DATA.06,08,*,4445

(Huar) 430 · ' · CONSTITUTION · 254

(PnAn) 440 DATA BE92

{BgAx} 450 DATA DD, 36,06, FE, DD, 36,07, FE

{LsAo} 460 DATA . * . 42F

{JJAo} 470 - STAMINA - 254

{Igan} 480 DATA BESA

{KiAu} 490.DATA.DD,36,08,FE,DD,36,09,FE

{HiAn} 500 DATA *,433

(HnAu) 510 . . WEAPON/COMBAT . SKILL . 100

{Lwan} 520 DATA BEA2

{Ilaw} 530 DATA DD, 36, 11, 64, DD, 36, 12, 64

(NnAn) 540 · DATA · *, 311

{G1An} 550.1.ACTLTTV.254

{JnAo} 560 DATA BEAA

{JtAs} 570.DATA.DD,36,14,FE,*,225

(FiAn) 580. ' STRENGTH-255

{NtAm} 590.DATA.BEAE

{InAs} 600 · DATA · DD, 36, 13, FE, *, 224

{HoAn} 610 · ' · MORALE · 254

(A.iAo) 620 DATA BEB2

{JmAv} 630.DATA.DD,36.0A.FE.DD,36.0B.FE

{LvAn} 640 · DATA · * , 437

(Atam) GSO. LEAUE NEXT LINE

{AuAn} 660.DATA.BERA

{EnAt} 670.DATA.DD.19.10.D4.*.1DA

{IjAs} 680 · ' · ARMOUR(4)=120, WT · 1, COST · 1

{CnAn} 690 DATA BERE

{DkBi} 700.DATA.21.78.78.22.27.64.22.29

{BvBj} 710.DATA.64,3E,01,32,2B,64,32,2D

{AqAx} 720.DATA.64,3E,FE,32,2C,64,*,62E

(Blaw) 730 · '·LEAVE·THESE·LINES·IF·ANY

{LsAs} 740. · · WEAPONS · ARE · RETNG · POKED

{JwAn} 750 DATA BED4

{LjAw} 760.DATA.3A,F4,02,FE,05,38,12,3E

{IpAx} 770.DATA.0D,32,94,D0,21,B0,7B,22

{EvAx} 780.DATA.8A,D0,3E,78,32,E2,D0,18

{GrAv} 790 · DATA · OB, 3E, 0E, 32, 94, D0, 21, 50

{PwAv} 800.DATA.7C,22,8A,D0,21,00,00,7E

{Oraw} 810.DATA.23,FE,0C,20,FA,7E,FE,00 (FmBk) 820.DATA.20,F5,2B,EB,ED,53,F6,FF

{DuAo} 830 · DATA · * , 17F0

{KgAv} 840 · ' · MARSEC · 100%ACC · ON · AUTOS .

{BjAw} 850 · ' · COSTS · 1 · TO · FIRE , · AUTO · CANNON

{AuAs} 860 · ' · DAMAGE(BUT·NO·EXPLOSION)

{CmAw} 870 · ' · EVEN · HIGHER · CLOSE · COMBAT

{JkA1} 880·'·DAMAGE

{DsAo} 890 · DATA · BFOC





PASS SECTION













Pancy a bit of rock-dropping necessary style? Graham has the answer to the Hex problem, make him even thrown than even rancy a nation consumpting mercenary styler cramen has the answer to the New problem, more time even though the freed tower awaits your med him that wreaks have and decreased. (LsAn) 1. .. Rex...-tape-(HuAq) 2.1.By.Graham.Smith (EwAs) 3. . Infinite lives (JsAm) 4. Method.1 (FuAj) 5.

Rex

(DiAs) 10.DATA-2a, 39,00,22,14 (KtAs) 20.DATA.be,21,0d,be,22 (CvAs) 30.DATA.39,00,09,f5,af Œtat) 40.DATA.32,11,3f,f1,c3 (JIAs) 50-FOR-J=0-TO-19:READ at (NyAs) 68.x=VAL("&"taf):y=y+x GUALT 70 POKE : J+48640, X:NEXT : J (CrAr) 88. IF. y()1857. G070. 100 (IIAr) 98.CALL.48640;RUN" (OsAp) 100.PRINT"data error

Omultiface poke for Rex tape Address = 3F11 Poke = 00

NEW KIDS BLOCK

If it's worrying you that the pokes in Cheat Mode look just like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! They are in fact programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one,

> 1) Make sure the routine is written for your format - disk or tape - they will not generally work with both.

2) Type it in to the computer, making sure there are no errors.

(Typing routines is always prone to errors, so, there are a couple of things that we have done which are designed to help. The first are the funny numbers within the "{ }" brackets on the left.
They are NOT to be typed in, but are a code produced by the TYPEWRITER program printed now

and again in the Type-Ins section. It checks each line as it is typed in and produces a code which can be compared with that printed.

Secondly, we have replaced all SPACES in the lines by DOTS, which makes them easier to see (you won't find 'dots' on the keyboard, by the Replace with a SPACE!

Quite often the routine itself will have a built-in check on the DATA numbers and will advise if one of them is typed in wrongly.)

3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.

4) Put in the game tape or disk and type |TAPE or

5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions what needs to be

{FuAv} 900.DATA.21,D3,D0,01,14,00,ED,B0 {EiAn} 910.DATA.*.376

{NoAw} 920 · ' · AUTO · CANNON/ROCKET · LAUNCHER {FsAu} 930 · ' · 20 · AMMO , 100% ACC · + · RKT . LNCHR

{LxAw} 940.'. HAS. AUTOSHOTS. &. AUTO. CANNON

(PvAs) 950. '. DOES. RKT. LNCHR. DAMAGE.

{IoAn} 960 · DATA · BF14

{AtAw} 970.DATA.2A,F6,FF,11,64,00,19,EB

{MjAx} 980.DATA.21,F0,96,22,DB,D0,22,DD

{JiAx} 990.DATA.D0,22,DF,D0,21,D3,D0,01

{DmAr} 1000 · DATA · 14.00 . ED . BO . * . E22

(MxAr) 1010 · ' · LEAUE · THESE · LINES

(OsAn) 1020-DATA-RESO

(GnAv) 1030 DATA DD, 2A, FE, FF, ED, SB, FC, FF

{GnAx} 1040 · DATA · ED, 4B, FA, FF, 2A, F8, FF, C3

(NiBi) 1050 DATA C8,52,01,01,00,08,96,FE {ImBj} 1060 DATA 01,01,20,10,10,28,F0,96

(MiAx) 1070.DATA.A0,77,FE,FF,0A,08,00,00

{HpAq} 1080 · DATA · 00, *, 142A

{PgAo} 1090 · DATA · **** •

Multiface poke – you must be joking!

There was a time when Turri couldn't, but give him the right treatment and TURRICAN. Thanks for this tape poke to the Street cheat Graham Smith... never eard of 'im!. This poke only works on the first 4 levels so you're on your own after that.

(Budd) 1.'.[urrican..-tape-(Hudd) 2.'.gy.Graham.Smith (Euds) 3.'.Infinite lives (Itht) 4.4. Infinite. vitality

IERE 4. INTINION (EVAL) 10 DATA 88,88,11,78,81,04 (NIAU) 10 DATA 88,88,11,78,81,04 (NIAU) 10 DATA 77,60,3a,85,81,67 (JSAV) 28-DATA 77,60,3a,85,81,67 (NIAU) 39-DATA 78,66,38,60,1,21,7e,88 (LORA) 40-DATA 63,80,01,21,7e,80 (DAU) 50-DATA 63,89,15,63,80,15 (DAU) 50-DATA 63,26,76,94,3e,63 (DAU) 50-DATA 63,26,76,94,3e,63 (DAU) 50-DATA 63,26,88,63,80,63 (DAU) 50-DATA 63,26,88,63,80,63 (DAU) 50-DATA 64,260 34 (DAU) 50-TANA 64,260 34 (DAU) 50-TANA 64,260 128 (DAS) 110-TF 94,364,260 128 (DAS) 110-TF 94,364,260 128 (TANA) 128-TANA 64,260 128 (TANA) 138-TANA 64,260 12

Multiface poke for Turrican tape

Address 04F0

8F63

Poke 00 **C3**

Inf Vital Inf Lives

Effect



Mapped by John Girvin He's been at it again! LAST NINJA 2 has fallen to the wiles of ace gameplayer Stephen Troup (bet Trento never got this far, eh Steph?) a complete solution to a great game. I never thought there was so much in it!

Go behind the curtains and punch the flashing box on the wall. Return to the start room where a hole will have appeared in the floor, drop through it. Pick dodge the knives and keep on moving to the exit on the left. In this room select the shuriken as your weapon and throw one at the man who runs at you. Get the map. Climb the wall bars and leave by the left. Jump the gaps. At the far side is a pole, get it and leave the way you came in. Climb down the wall bars by walking backwards into them. Leave this room by the left then exit the next by going up. Select the key, "pick up" to unlock the gate and exit through it. Jump the river, using the boat (practice required) then leave the room. Be careful of the killer bees. Go up the winding the path and jump at the edge of the water to arrive at the island. Go to the bushes and push the boat using your pole, it should move. Go to

street in the next two screens. Pick up the hamburger from the stand and the bottle. Cross the road and follow the street until you reach a dead end. In the open door, "pick up" and you will get a manhole cover remover. Retrace your steps back to the EATS SHOP and cross the road. Follow the pavement round into the next screen, go around the corner and leave by the bottom exit. Pick up a hotdog from the stall and continue in the same direction until you enter a room with a manhole cover in it. Select the manhole cover remover, stand on the manhole cover and "pick up". It should open, if not try a different position. When it opens, drop down and enter level 3



invulnerable.

up the key

the bottom corner of the island. run and then jump to land on the path. Leave this room by the exit at the side of the screen. Cross the river, same as before, but more quickly. On to level 2

• Level 2

Leave by the bottom exit and cross the road (not where the lights are flashing). Cross the road again in the next screen. Run along the

the first. room, ignore the first door and leave by the top exit. Go through the door into the next screen and stay close to the wall. Leave by the door, pick up the key, and leave by the door. In the next room stay on the paving stones nearest to the door, run and jump over the gap into the next room. Careful in this room, the hole you need to jump over looks like a step up. Jump the hole into the next screen and fight the man. Follow the pathway around the

outside and into the room next door. In this

room you will see a grate, use the key on it

and walk backwards down the hole. Walk into

the nearest room and leave by the furthest

Quattro Power Pack

Codemasters QUATTRO POWER PACK four-inone compilation gets a sound poking by Dunstable's Andy Price, who provides a complete set of infinite lives, time bikes etc, but only gets one mention (hardly seems fair does it?) - a fourfold find for the fourfold fans.

{MnAu} 1.'.Moto.Cross.Simulator {Gwar} 2.'.by.ANDY.PRICE {FsAj} 3.' {NpAs} 10.DATA.2A,38,BD,E5,AC {Jrar} 20.DATA.E1,22,2F,BE,AD {ArAt} 30.DATA.21,37,BD,3E,C3 {JjAt} 40.DATA.77,23,3E,23,77 {CoAu} 50 · DATA · 3E, BE, 23, 77, 21 {FoAq} 60.DATA.40,00,E3,11,00

{Guar} 70.DATA.BB,00,C3,4A,3A {HrAs} 80.DATA.AF, 32, C7, 05, 32 {IpAr} 90.DATA.2B,0D,00,00,00 {JwAm} 100 DATA 00,CF

{Foar} 110 · MEMORY · & 3000 : LOAD""

{AjAs} 120 · FOR · y=&BE00 · TO · &BE2E {CiAu} 130 · READ · p\$: p=VAL("&"+p\$)

{IuAw} 140 · ch=ch+p:POKE · y,p:NEXT {EpAv} 150 · IF · ch <> & 10 A8 · THEN · 170

{LtAo} 160 · CALL · & BE00

{Epat} 170 · PRINT" error · in · DATA"

Multiface poke for Moto Cross sim

Effect Address **Poke** 05C7 00} Bikes 0D2B 00

{MpAp} 1.'.Twin.Turbo.V8 {Gwar} 2.'.by.ANDY.PRICE

{FsAj} 3·'

{NpAs} 10.DATA.2A,38,BD,E5,AC {MmAr} 20.DATA.E1,22,31,BE,AD

{JjAt} 40.DATA.77,23,3E,23,77 {CoAu} 50.DATA.3E,BE,23,77,21

{FoAq} 60.DATA.40,00,E3,11,00 {Guar} 70.DATA.BB,00,C3,4A,3A

{ArAt} 30 .DATA . 21, 37, BD, 3E, C3

{Ltar} 80.DATA.AF, 32, 50, 65, 3E (BuAq) 90.DATA.99,32,EE,1B,EE {LxAq} 100 · DATA · 41, EE, 50, CF {FoAr} 110 · MEMORY · & 3000 : LOAD"" {AiAs} 120.FOR.y=&BE00.TO.&BE30 {CiAu} 130 · READ · p\$: p=VAL("&"+p\$) {FxAu} 140 ·x=x+p:POKE ·y,p:NEXT {JuAu} 150 · IF · x <> &14A8 · THEN · 170 {Ltao} 160 · CALL · & BE00 {Okar} 170 · PRINT"DATA · error" •

Multiface poke for Twin Turbo V8

Address Poke Effect 00 time A550 1BEE 99 lives

{PwAq} 1.'.Pro.Powerboat.Sim' {Gwar} 2.'.by.ANDY.PRICE {ApAp} 3.'.tape.method.1 {Ftaj} 4.' {Dlas} 10.DATA.ED, 5B, 38, BD, ED {MpAq} 20.DATA.53,3D,BE,AD,3E

{CmAt} 30.DATA.59,A4,CB,77,AF



exit. Walk through the next screen and the screen after that, leave by the middle door. Don't use the doors here, follow the path around the side and when you reach the next set of doors, use the one nearest to the ladder. Run through the next screen into the alligator room. To get past the alligator, go right. When it comes out dash behind entering level 4.

• Level 4

Go through the boxes at the top of the screen and climb the ladder on the next. Return to the first room and pick up the credit card. Follow the catwalk around until you see a gap in the wall. Enter and take the chicken leg from the plate. Retrace your steps to the ladder and go

down backwards. Leave by the top of the screen and go around the corner to the next. This leads to the screen with moving carts. To get past go right to the boxes, and run across the tracks (timing must be perfect). In the next room go around the corner and enter the next. Around the corner again and enter the room with pillars. Jump from one to another until you reach the pillar opposite the man. Move close to him and fight. Once disposed of, jump onto the rest of the pillars and enter the next screen. Go around the box and enter the next room. Leave by the right hand side of the screen, in the next there is a panther. Hold the chicken leg and go to the panther, when it raises its head, "pick up" and it will start to chew. Be ready for it to lunge, as it does move out of the way. Walk behind it into the next room. Fight the woman, hold the card and move towards the control panel. "Pick up" and the lift will come down, enter level 5.

• Level 5

Leave the first room and enter the door in the next. In this room "pick up" at the computer terminal facing and you will be given a number. Leave and follow the corridor around until you come to a room with two doors. Enter the first and get the shurikens from the table (do not use, needed later). Leave and enter the second room, holding the number will open a door. Enter and climb the ladder through the door at the top. The next room has a giant fan, move to the right to avoid being blown away. Move to the far left of the fan shaft and throw a shuriken, the fan should stop, if it doesn't try again. Move to the grate, "pick up" and the grate will pull away. You will be on a ledge, run and jump off the left hand side to another ledge. Fight the man and

move around the corner into the next room. Fight the man and climb the ladder. Avoid the man in the next room, and leave by the top of the screen. You will see a helicopter. Move to the top corner of the building. Face the helicopter and "pick up", you will take off with it into level 6.

• Level 6

Drop from the helicopter onto the nearest pillar, then to another, and left to the walkway. Enter the next room and fight the man. Walk backwards into the skylight, and fall into the mansion. Do not use the door in the first room but enter the second and use the door here. Pick up the objects from the wall and return to the first room, and use the door. Here you will see a hole in the wall, fall through into the kitchen. If you use the stairs the alarm will sound, go to the room next to the kitchen and "pick up" at the control panel in the bookcase. In the hallway, at the bottom of the stairs, look behind

the plant and you will find a door. Go through, down the steps, and "pick up" at the control panel. Enter the door, get through the barriers into the steam room. Open the second door last and the steam will move. Walk through the next room into the room with the giant star. "Pick up" at the picture to reveal the safe. "Pick up" again and enter the code number (terminal level 5). The Orb will be revealed. "Pick up" at each point of the star so that each candle is lit. Get the orb from the safe. Kunitoki will now appear. You can only kill him perma-



{OvAs}	50.DATA.77,23,3E,28,77
{FpAu}	60.DATA.3E,BE,23,77,21
{pAqI}	70 · DATA · 40,00,E3,11,00
{JvAr}	80 · DATA · BB, 00, C3, 4A, 3A

{DsAt} 40.DATA.21.37.BD.3E.C3

(KrAt) 90.DATA.3E.09.32.2C.88

{OjAt} 100 · DATA · 3E, 12, 32, 31, 88 {OkAt} 110.DATA.3E,08,32,3C,88

{IjAt} 120 · DATA · 3E, 17, 32, 41, 88

{OmAn} 130 DATA · CF,00,00

{PsAq} 140 · FOR · ad = & BE00 · TO · & BE3E {LnAt} 150 READ at: a=VAL("&"+a\$)

{FpAt} 160 y=y+a:POKE ad,a:NEXT {DuAt} 170 · IF · y <> &168E · THEN · 280

{FmAr} 180 · MEMORY · &3000 : LOAD""

{AkAs} 190 · INPUT"lives · for · p1";p

{JqAn} 200 · POKE · &BE33, p

(FvAr) 210 · INPUT"lives · for · p2";p

{NuAo} 220 POKE &BE29,p

(Plar) 230 · INPUT"mines · for · p2";p

{BwAp} 240 · POKE · &BE2E, p

{PiAs} 250 · INPUT"mines · for · p1"; p

{CxAo} 260 · POKE · &BE38, p

{NnAo} 270 · CALL · & BE00

{HkAs} 280 · PRINT"Error · in · DATA" •

Multiface pokes for Powerboat sim

Address	Poke	Effect
883C	No	lives (1)
8841	No	mines (1)
882C	No	lives (2)
8831	No	mines (2)

{PtAt} 1.'.ATV.Simulator.cheat {DvAx} 2.'.by.ANDY.PRICE.&.PHIL. HOWARD

{HiAv} 3.'.Function: stops the clock

{EkAr} 10.DATA.21,70,01,11,35

{GkAs} 20.DATA.04,3E,16,CD,A1 {CvAs} 30.DATA.BC,2A,0E,BC,22

{PnAr} 40.DATA.B5,BE,3E,C3,32

{OoAr} 50.DATA.0E,BC,21,9F,BE

{LqAt} 60.DATA.22,0F,BC,CD,80 {EqAt} 70.DATA.01,E5,21,AB,BE

{AwAt} 80.DATA.22,8E,98,E1,CD {IpAv} 90.DATA.B4,BE,C9,F5,AF

{AqAt} 100.DATA.32,1E,4C,F1,C3 {LqAr} 110.DATA.00,04,CF,00,00 {FpAr} 120.FOR.ad=&BE80.TO.&BEB6

{KqAs} 130 · READ · x\$:x=VAL("&"+x\$)

{IxAs} 140 · POKE · ad, x:z=z+x:NEXT {EpAu} 150 · IF · z <> & 1800 · THEN · 180

{OxAr} 160 · MODE · 0 : PRINT"Press · PLAY"

{KvAp} 170 · CALL · &BE80

{OwAt} 180 · PRINT"DATA · error": STOP •

 Multiface poke for time on ATV Sim Address = 4C1E Poke = 00

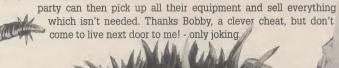


BMX Freestyle

Thomas and Ellen O'Donohoe from Hanwell and Stephen Matthews of Kings Lynn have found a cheat for **BMX FREESTYLE** - type TAEHC (that's Cheat backwards) into the hi-score table, and guess what happens

Bloodwych

Here is a slightly unethical tip for **BLOODWYCH** from Robert Melody of Purley, who suggests that you should select a two-player game and choose parties for both players. When the game starts get player two's party to drop all their eqipment and then kill them (???), player one's



MULTIFACE POKES

Converging at an almost impossible point in their journey, the company (Carl Surry of Barnet, John Brown of Wittering, David Aird of Waterthorpe and Graham Smith of Street) paused to reflect. The way forward was blocked! Tt was as though the creators had forseen this, and there was just one line of escape. Bravely they reached for the most awful weapon in their armoury, and pressed the red button....

NAME		ADDRESS	POKE	EFFECT
Nemesis	(d)	9D74 9B9F 9BA0	00 18} 05}	Inf lives Invunerability
Dan Dare 3	(t)	06FA 4BBD E7AA F744	00 00 00 00	Inf jet pack Inf ammo Inf energy Inf lives
Astro Marine Corps	(d)	4FD5 4234	FF FF	grenades (part 1) grenades (part 2)
Dynasty Wars	(d)	2ВЗВ	C9	Inf energy
Get Dexter	(t)	7ED1	00	Inf energie
Silkworm	(t)	4D69	00	Inf lives
Plasmatron	(t)	0352	FF	Inf damage
Xybots	(t)	A8F3	C9	Inf credits
Speedzone	(t)	2832	A7	Inf lives
Parabola	(t)	8514	00	Inf lives
Prohibition	(t)	09EC	FF	255 lives
Race Against Time	(t)	900C	AF	stops clock
		8E7C	39	9 minutes
Dragons Lair	(d)	25A7	A7	Inf lives
Rick Dangerous	(t)	88C3	A7	Inf lives
		9F35	A7	Inf bullets
		9F90	A7	Inf dynamite
Live and let die	(t)	7417	A7	Inf fuel
Antiriad	(t)	5BBE	в7	Invulnerability
		`6F58	в7	Inf energy
		6F3A	00	Radiation (1)
		6F3B	00	Radiation (2)

THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, its worth a try). In case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

- a) Load the game as normal.
- b) Press the RED button on the MULTIFACE.
- c) Press "T" for tool.

- d) Press "*" to make sure you select the code.
- e) Press "H" for HEXADECIMAL input.
- f) Press "SPACE" for input.
- g) Type in the ADDRESS (4 characters ie. 3A7C)
- h) Type in the POKE (2 characters ie. A7)
- i) Press "RETURN"
- j) If there is more than one poke goto (f)
- k) Press "ESC" back to the menu.
- I) Press "R" return to the game.

Knightmare

I suspect a lot of people are struggling to get started on *KNIGHTMARE*. Vinay Poran of Leeds supplies the information to get you past the first couple of screens (further than I could manage) - Go to the dripping wall and TAKE WATER, give the water to the old man. Take the food and give it to the old man, he will give you a magic spade. Move into the second room using OPEN DOOR and use the spade, then you can then carry on with the journey.

Equinox & Three Weeks in Paradise

Here are a couple of keypresses for older games (there's nothing wrong with that!) **EQUINOX** - Collect the PETE object move to the extreme top left of the start screen then press "R", "N" and "C" keys together for infinite lives. **THREE WEEKS IN PARADISE** - get killed, then immediately press the keys "K", "A", "T", "H" until you obtain infinite lives. Both supplied by Tomasz Sztuka who emanates from London. So who are Pete and Kath?



Every poke, map, hint and solution from the last twelve issues of *Amstrad Action*!

Password AA60

After the war

CHEAT MODE INDEX

After the war	Password	
Agent x 2	Password	AA60 AA53
Airborne ranger	Tape Poke	AA58
Airborne ranger	Disk Poke	AA59
Altered beast	Playing Tip	AA57
Army moves	Password	AA53
Astro marine corps	Keypress	AA60
Astro marine corps	Password	AA60
Atv simulator	Tape Poke	AA62
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Batman the caped crusader	Solution	AA61
Batman the movie		
	Keypress	AA53
Batman the movie	Мар	AA53
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Bounty hunter	Keypress	AA59
Buggy boy	Tape Poke	AA61
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	Disk Poke	AA59
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	Tape Poke	
Commando	Disk Poke	AA50
Commando	Tape Poke	AA50
Continental circus	Disk Poke	AA57
Count duckula	Tape Poke	AA60
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Druid	Keypress	AA55
E-motion	Keypress	AA61
Elven warrior	Tape Poke	AA56
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Gemini wing	Password	AA50
Gemini wing Ghostbusters 2		AA54
Ghostbusters 2	Playing Tip	AA54
Ghostbusters 2 Ghostbusters 2	Playing Tip Solution	AA54 AA55
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts	Playing Tip Solution Disk Poke	AA54 AA55 AA58
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2	Playing Tip Solution Disk Poke Keypress	AA55 AA58 AA61
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts	Playing Tip Solution Disk Poke	AA54 AA55 AA58
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2	Playing Tip Solution Disk Poke Keypress Keypress	AA55 AA58 AA61
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid Iron	Playing Tip Solution Disk Poke Keypress Keypress Keypress	AA54 AA55 AA58 AA61 AA58 AA60
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin'	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke	AA54 AA55 AA58 AA61 AA58 AA60 AA54
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin'	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke	AA54 AA55 AA58 AA61 AA58 AA60 AA54 AA58
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke Tape Poke	AA54 AA55 AA61 AA58 AA60 AA54 AA58 AA50
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin'	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke	AA54 AA55 AA58 AA61 AA58 AA60 AA54 AA58
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke Tape Poke Solution	AA54 AA55 AA61 AA58 AA60 AA54 AA58 AA50 AA61
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke	AA54 AA55 AA61 AA60 AA54 AA58 AA60 AA54 AA58 AA50 AA61 AA58
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke	AA54 AA58 AA61 AA58 AA60 AA54 AA58 AA50 AA61 AA58 AA60
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harter attack Heroes of the lance Hoppin' mad Hotrod Human killing machine	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress	AA54 AA58 AA61 AA58 AA60 AA54 AA58 AA61 AA58 AA60 AA60
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke	AA54 AA58 AA61 AA58 AA60 AA54 AA58 AA50 AA61 AA58 AA60
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harter attack Heroes of the lance Hoppin' mad Hotrod Human killing machine	Playing Tip Solution Disk Poke Keypress Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress	AA54 AA58 AA61 AA58 AA60 AA54 AA58 AA61 AA58 AA60 AA60
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress	AA54 AA58 AA61 AA58 AA60 AA54 AA58 AA50 AA61 AA58 AA60 AA60 AA68 AA60
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress Tape Poke	AA54 AA55 AA61 AA58 AA60 AA54 AA58 AA50 AA61 AA60 AA60 AA60 AA58 AA60 AA58
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress	AA54 AA55 AA61 AA58 AA60 AA54 AA58 AA60 AA61 AA60 AA60 AA58 AA60 AA58 AA60 AA55 AA60
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine likari warriors Impossamole Indy jones + last crusade Indo the eagles nest	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress	AA54 AA55 AA61 AA58 AA60 AA54 AA50 AA61 AA58 AA60 AA60 AA68 AA60 AA52 AA55 AA50
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix Simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress	AA54 AA55 AA61 AA58 AA60 AA54 AA50 AA61 AA60 AA60 AA60 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA58
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine likari warriors Impossamole Indy jones + last crusade Indo the eagles nest	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress	AA54 AA55 AA61 AA58 AA60 AA54 AA50 AA61 AA58 AA60 AA60 AA68 AA60 AA52 AA55 AA50
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress	AA54 AA55 AA61 AA58 AA60 AA54 AA58 AA60 AA61 AA58 AA60 AA55 AA50 AA55 AA50 AA55
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress Disk Poke Keypress Keypress Disk Poke Keypress Tape Poke	AA54 AA58 AA61 AA58 AA60 AA54 AA60 AA61 AA58 AA60 AA64 AA52 AA50 AA55 AA50 AA55 AA50 AA55 AA50 AA55 AA50
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Intalian supercar Italian supercar	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Solution Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress	AA54 AA55 AA61 AA60 AA54 AA50 AA61 AA58 AA60 AA54 AA60 AA54 AA60 AA55 AA60 AA55 AA60 AA55 AA60 AA56 AA60 AA56 AA60 AA56 AA60 AA56 AA60 AA60
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italy '90 Jinks	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress Disk Poke Keypress Keypress Disk Poke Keypress Tape Poke	AA54 AA58 AA61 AA58 AA60 AA54 AA60 AA61 AA58 AA60 AA64 AA52 AA50 AA55 AA50 AA55 AA50 AA55 AA50 AA55 AA50
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indo jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italy '90 Jinks Joe blade 3	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Solution Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress	AA54 AA55 AA61 AA60 AA54 AA50 AA61 AA58 AA60 AA54 AA60 AA54 AA60 AA55 AA60 AA55 AA60 AA55 AA60 AA56 AA60 AA56 AA60 AA56 AA60 AA56 AA60 AA60
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indo jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italy '90 Jinks Joe blade 3	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Keypress Keypress Disk Poke Keypress Disk Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke	AA54 AA55 AA61 AA60 AA54 AA50 AA60 AA60 AA60 AA54 AA60 AA55 AA50 AA57 AA59 AA57 AA59 AA57 AA59
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harler attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Indy jones + last crusade Into the eagles nest I	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Solution Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Keypress Tape Poke Keypress Tape Poke Poke Heypress Keypress Tape Poke	AA54 AA58 AA60 AA54 AA58 AA60 AA54 AA58 AA60 AA54 AA55 AA55 AA55 AA55 AA55 AA55 AA5
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italy '90 Jinks Joe blade 3 Joe blade 3 Jungle warfare	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Key	AA54 AA55 AA60 AA54 AA60 AA54 AA60 AA61 AA58 AA60 AA54 AA58 AA60 AA54 AA58 AA59 AA57 AA58 AA61 AA57 AA58 AA61
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italy '90 Jinks Joe blade 3 Joe blade 3 Jungle warfare Klax	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Keypress Keypress Disk Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke	AA54 AA58 AA60 AA61 AA58 AA60 AA54 AA60 AA54 AA60 AA58 AA60 AA55 AA60 AA55 AA50 AA57 AA57 AA59 AA57 AA59 AA54 AA61 AA58 AA61 AA58 AA61 AA58 AA61 AA58 AA61 AA61 AA61 AA61 AA61 AA61 AA61 AA6
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harler attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Indy jones + last crusade Into the eagles nest I	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Key	AA54 AA55 AA60 AA54 AA60 AA54 AA60 AA61 AA58 AA60 AA54 AA58 AA60 AA54 AA58 AA59 AA57 AA58 AA61 AA57 AA58 AA61
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italy '90 Jinks Joe blade 3 Joe blade 3 Jungle warfare Klax	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Keypress Keypress Disk Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Tape Poke	AA54 AA58 AA60 AA61 AA58 AA60 AA54 AA60 AA54 AA60 AA58 AA60 AA55 AA60 AA55 AA50 AA57 AA57 AA59 AA57 AA59 AA54 AA61 AA58 AA61 AA58 AA61 AA58 AA61 AA58 AA61 AA61 AA61 AA61 AA61 AA61 AA61 AA6
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy Jones + last crusade Indy Jones + last crusade Into the eagles nest Italian supercar Italy '90 Jinks Joe blade 3 Jungle warfare Klax Knightmare Laser squad	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Solution Tape Poke Solution Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress Keypress Tape Poke Heypress Keypress Disk Poke Keypress Disk Poke Heypress Disk Poke Playing Tip Keypress Disk Poke	AA54 AA61 AA58 AA61 AA58 AA60 AA58 AA50 AA61 AA58 AA60 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA60 AA60 AA60 AA60 AA60 AA60 AA6
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Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harler attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Indy jones + last crusade Into the eagles nest I	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Solution Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Keypress Keypress Keypress Tape Poke Playing Tip Keypress Disk Poke Playing Tip Tape Poke Playing Tip Keypress	AA54 AA55 AA61 AA58 AA60 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA55 AA55 AA55 AA55 AA57 AA59 AA61 AA68 AA69 AA69 AA69 AA69 AA69 AA69 AA69
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italy '90 Jinks Joe blade 3 Jungle warfare Klax Knightmare Laser squad Laser squad	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress Keypress Keypress Keypress Keypress Tape Poke Playing Tip	AA54 AA55 AA61 AA58 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA52 AA55 AA57 AA51 AA57 AA51 AA57 AA51 AA58 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA60 AA60 AA60 AA60 AA60 AA60 AA6
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harler attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Indy jones + last crusade Into the eagles nest I	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Solution Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Tape Poke Keypress Keypress Keypress Keypress Tape Poke Playing Tip Keypress Disk Poke Playing Tip Tape Poke Playing Tip Keypress	AA54 AA55 AA61 AA58 AA60 AA60 AA58 AA60 AA58 AA60 AA58 AA60 AA55 AA55 AA55 AA55 AA57 AA59 AA61 AA68 AA69 AA69 AA69 AA69 AA69 AA69 AA69
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italian supercar Italy '90 Jinks Joe blade 3 Joe blade 3 Joe blade 3 Jungle warfare Klax Knightmare Laser squad Last ninja 2 Last ninja 2 Licence to kill	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Tape Poke Disk Poke Tape Poke Disk Poke Keypress Keypress Keypress Keypress Keypress Keypress Keypress Tape Poke Keypress Keypress Tape Poke Keypress Tape Poke Playing Tip Keypress Disk Poke Playing Tip Tape Poke Playing Tip Tape Poke Playing Tip Keypress Solution Disk Poke	AA54 AA55 AA61 AA58 AA61 AA58 AA54 AA50 AA50 AA50 AA50 AA55 AA50 AA57 AA57
Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harler attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Indy jones + last crusade Into the eagles nest I	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Solution Tape Poke Solution Tape Poke Solution Tape Poke Keypress Tape Poke Keypress Keypress Tape Poke Playing Tip Keypress Disk Poke Playing Tip Keypress Solution Disk Poke Keypress Solution Disk Poke Keypress Solution Disk Poke Keypress	AA54 AA55 AA61 AA58 AA61 AA58 AA50 AA58 AA60 AA58 AA60 AA55 AA55 AA50 AA55 AA50 AA55 AA50 AA55 AA50 AA56 AA56
Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italian supercar Italian supercar Italian supercar Italy '90 Jinks Joe blade 3 Jungle warfare Klax Knightmare Laser squad Laser squad Laser squad Last ninja 2 Last ninja 2 Licence to kill Little puff	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Solution Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress Tape Poke Playing Tip Keypress Disk Poke Playing Tip Tape Poke Playing Tip Keypress Solution Disk Poke Keypress Solution Disk Poke Keypress Solution Disk Poke Keypress Solution Disk Poke	AA54 AA55 AA61 AA58 AA61 AA58 AA50 AA50 AA50 AA50 AA55 AA55 AA55
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Ghostbusters 2 Ghostbusters 2 Ghostbusters 2 Ghouls 'n ghosts Grand prix 2 Grand prix simulator Grid iron Hard drivin' Hard drivin' Hard drivin' Harrier attack Heroes of the lance Hoppin' mad Hotrod Human killing machine Ikari warriors Impossamole Indy jones + last crusade Indy jones + last crusade Into the eagles nest Into the eagles nest Into the eagles nest Into the eagles nest Italian supercar Italian supercar Italian supercar Italian supercar Italy '90 Jinks Joe blade 3 Jungle warfare Klax Knightmare Laser squad Laser squad Laser squad Last ninja 2 Last ninja 2 Licence to kill Little puff	Playing Tip Solution Disk Poke Keypress Keypress Tape Poke Disk Poke Solution Tape Poke Disk Poke Keypress Tape Poke Keypress Keypress Keypress Tape Poke Playing Tip Keypress Disk Poke Playing Tip Tape Poke Playing Tip Keypress Solution Disk Poke Keypress Solution Disk Poke Keypress Solution Disk Poke Keypress Solution Disk Poke	AA54 AA55 AA61 AA58 AA61 AA58 AA50 AA50 AA50 AA50 AA55 AA55 AA55
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/lyth	Disk Poke	AA60
lavy moves	Tape Poke	AA51
lewzealand story	Tape Poke	AA53
lewzealand story	Keypress	AA55
luclear heist	Keypress	AA59
Olli and lissa 3	Tape Poke	AA57
One man and his droid	Password Tone Poles	AA53
Operation gunship Operation wolf (lightgun) Key	Tape Poke	AA52 AA56
47 thunderbolt	Keypress	AA56
Pipe mania	Password	AA59
Pipe mania	Disk Poke	AA61
Pirates	Playing Tip	AA59
owerdrift	Tape Poke	AA61
ro boxing simulator	Tape Poke	AA61
ro power boat simulator	Tape Poke	AA62
sycho hopper	Tape Poke	AA59
Quattro power pack	Tape Poke	AA62
Rainbow islands Rambo 3	Playing Tip	AA61
Ranarama	Tape Poke Tape Poke	AA60 AA50
Real ghostbusters	Keypress	AA57
Renegade 3	Keypress	AA51
Renegade 3	Keypress	AA52
lex	Tape Poke	AA62
logue	Tape Poke	AA61
aigon combat unit	Password	AA55
aigon combat unit	Tape Poke	AA55
Shinobi (aa demo)	Tape Poke	AA52
ikweek	Disk Poke	AA50
oldier of light space harrier	Tape Poke	AA59
pace harrier 2	Tape Poke Disk Poke	AA56 AA61
Spindizzy	Keypress	AA60
itarion	Password	AA53
Stormlord	Keypress	AA55
Strider	Keypress	AA59
tunt bike simulator	Keypress	AA57
Super stuntman	Keypress	AA55
upertank simulator	Keypress	AA56
upertank simulator	Tape Poke	AA56
empest	Keypress	AA57
hree weeks in paradise hrust	Keypress Keypress	AA62 AA59
hunderbirds	Disk Poke	AA50
hunderbirds	Password	AA50
hunderbirds	Мар	AA51
hunderbirds	Playing Tip	AA51
hunderbirds	Solution	AA58
hundercats	Tape Poke	AA50
oobin'	Disk Poke	AA57
urbo boat simulator	Keypress	AA57
urbo chopper simulator urrican	Keypress	AA58
win turbo v8	Tape Poke Tape Poke	AA62 AA62
yphoon	Tape Poke	AA55
Intouchables	Keypress	AA55
Intouchables	Playing Tip	AA57
'ampire	Tape Poke	AA54
Var machine	Tape Poke	AA52
Vho dares wins	Tape Poke	AA52
Vizard willy	Tape Poke	AA54
Vonderboy	Tape Poke	AA60
Vonderboy	Playing Tip	AA60
enon out	Tape Poke	AA51 AA59
ogis great escape	Keypress Tape Poke	AA60
t x 2	Password	AA53
irborne ranger	Tape Poke	

MULTIFACE POKES

After the war	(t) lives	AA58
Airborne ranger	(t) f.aid	AA58
Airborne ranger	(d) f.aid	AA59
Apprentice	(t) mult	AA59
Army moves	(d) lives	AA59
Artura	(t) energ	AA58
Astro marine corps	(t) grena	AA62
Atf	(-) lives	AA59
Atv simulator	(t) time	AA62
Ball crazy	(t) lives	AA61
Barbarian 2	(t) lives	AA58
Batman (3d version)	(d) mult	AA59
Batman the movie	(-) grena	AA55
Batman the movie	(-) grena	AA56

Batman the movie Battle of britain	(d) mult (t) fuel	AA57 AA60
Batty	(t) lives	AA55
Batty	(t) lives	AA56
Beyond the ice palace Bigfoot	(t) mult (t) lives	AA56 AA59
Bigfoot	(t) lives	AA61
Bionic commando	(-) lives	AA59
Blade warrior Blade warrior	(t) mult (t) mult	AA58 AA61
Bobby baring	(t) helps	AA58
Bombfusion Bombjack	(t) mult (t) mult	AA58 AA57
Bombjack 2	(t) lives	AA57
Brian bloodaxe	(t) lives	AA58
Bronx street cop Bubble bobble	(t) mult (d) lives	AA60 AA58
Bubble bobble	(t) lives	AA58
Buggy boy	(t) time	AA55
Buggy boy Buggy boy	(t) time (t) time	AA56 AA61
Chase hq	(d) mult	AA55
Chase hq Chase hq	(t) mult (d) mult	AA55 AA56
Chase hq	(t) mult	AA56
Chicago 30s	(t) lives	AA60
Cholo Cobra	(t) invul (t) shots	AA61 AA57
Combat school	(t) timer	AA55
Combat school	(t) timer	AA56
Continental circus Count duckula	(d) conti (t) enemy	AA57 AA60
Crazy cars	(t) time	AA58
Critical mass	(t) craft	AA60
Daley thompson Dan dare	(t) lives (t) lives	AA58 AA61
Dan dare 3	(t) mult	AA62
Deflektor Desolator	(t) mult (-) lives	AA57 AA59
Dizzy 3	(t) lives	AA58
Doodlebug	(t) lives	AA58
Double dragon Dragons lair	(t) lives (-) lives	AA61 AA59
Dragons lair	(d) lives	AA62
Druid Dynamita duy	(t) energ	AA61
Dynamite dux Dynasty wars	(d) credi (d) energ	AA58 AA62
Elite	(-) mult	AA53
Fast food Fast food	(t) lives (t) lives	AA55 AA56
Finders keepers	(t) lives	AA59
Firetrap	(t) lives	AA57
Forgotten worlds Frankenstein junior	(-) mult (t) mult	AA53 AA56
Future knight	(-) lives	AA59
Game over Game over	(t) lives (t) lives	AA55 AA56
Game over 2	(d) lives	AA60
Garfield	(t) sleep	AA61
Get dexter Ghouls 'n ghosts	(t) energ (d) lives	AA62 AA55
Ghouls 'n ghosts	(d) lives	AA56
Glider rider Goonies	(t) mult	AA60
Gunsmoke	(t) lives (t) lives	AA61 AA60
Head over heels	(t) mult	AA60
Hoppin' mad Hotrod	(t) lives (d) fuel	AA58 AA60
I ball	(t) lives	AA58
Ikari warriors	(t) mult	AA57
Indy jones + last crusade (t) Inside outing	(t) mult	AA61 AA58
Italian supercar	(t) mult	AA59
Joe blade 3 Joe blade 3	(t) baddi (t) mult	AA55 AA55
Joe blade 3	(t) hidit (t) baddi	AA56
Joe blade 3	(t) mult	AA57
Kane Karnov	(t) helps (t) lives	AA58 AA59
Klax	(d) credi	AA61
Knight force Krakout	(d) mult	AA58
Licence to kill	(t) lives (t) lives	AA61 AA59
Licence to kill	(d) mult	AA60
Live and let die Lost caves	(t) fuel	AA62 AA55
Mask	(t) level (t) damag	AA61
Mega apocalypse	(t) lives	AA58
Mega apocalypse Metal army	(t) lives (t) lives	AA59 AA61
Mig 29 soviet fighter	(t) mult	AA57
Mikie	(t) invul	AA57

Motocross simulator	(t) bikes	AA6
Myth	(d) mult	AA6
Nemesis	(d) mult	AA6
Ninja spirit	(d) credi	AA6
Nodes of yesod	(t) lives	AA5
Olli and lissa 3	(t) mult	AA5
Operation gunship	(t) mult	AA5
Operation thunderbolt	(t) lives	AA5
Operation thunderbolt	(t) lives	AA5
Outrun	(t) time	AA6
Palitron	(t) energ	AA5
Parabola Plasmatron	(t) lives	AA6
Powerdrift	(t) damag	AA6
Pro boxing simulator	(t) credi (t) lives	AA6
Pro power boat simulator	(t) mult	AA6
Prohibition	(t) lives	AA6
Psycho hopper	(t) mult	AA5
Psycho pigs uxb	(-) lives	AA5
Quattro power pack	(t) mult	AA6
R-type	(-) credi	AA5
R-type	(-) credi	AA5
R-type	(-) mult	AA5
Race against time	(t) time	AA6
Rainbow islands	(d) resta	AA5
Rambo 3	(t) cont	AA6
Rasputin	(t) healt	AA5
Rastan	(t) lives	AA6
Red heat	(t) mult	AA5
Rex Bisk dangerous	(t) lives	AA6
Rick dangerous Ricochet	(t) mult	AA6
	(t) lives	AA5
Roadblasters Roque	(t) mult (t) energ	AA5
Rolling thunder	(t) mult	AA6
Sacred armour of antiriad	(t) mult	AA6
Saigon combat unit	(t) mult	AA5
Savage	(t) lives	AA6
Scooby doo	(t) ghost	AA5
Scooby doo	(t) lives	AA5
Sdi	(t) lives	AA58
Shadow skimmer	(t) lives	AA58
Shinobi	(-) lives	AA5
Shinobi	(-) lives	AA5
Sidearms	(-) lives	AA59
Silkworm	(t) lives	AA6
Slap fight	(t) lives	AA60
Soldier of light	(t) lives	AA59
Sonic boom	(d) credi	AA60
Space harrier	(t) fire	AA56
Space harrier 2 Speedzone	(d) lives (t) lives	AA6
Split personalities	(t) mult	AA58
Stormlord	(t) invul	AA60
Strider	(t) energ	AA6
Subteranean stryker	(t) lives	AA6
Tau ceti 2	(-) mult	AA52
Techno cop	(t) mult	AA60
The hit squad	(t) lives	AA56
Thunderbirds	(t) lives	AA61
Thundercats	(t) lives	AA60
Timescanner	(d) balls	AA59
Toobin'	(d) credi	AA57
Turbo esprit	(t) lives	AA55
Turbo esprit	(t) lives	AA56
Turbo outrun Turrican	(-) credi (t) mult	AA59 AA62
Twin turbo v8	(-) mult	AA58
Twin turbo v8	(t) mult	AA62
Typhoon	(t) lives	AA55
Ultima ratio	(t) lives	AA61
Untouchables	(t) times	AA55
Untouchables	(t) times	AA56
Victory road	(t) lives	AA60
Vigilante	(-) lives	AA55
Vigilante	(-) lives	AA56
Vindicator	(-) mult	AA55
Vindicator	(-) mult	AA56
Vixen	(-) lives	AA59
Warlock	(t) lives	AA58
Wee le mans	(t) time	AA55
Wec le mans	(t) time	AA56
Wizard willy Wonderboy	(t) lives	AA56
Wriggler	(t) lives (t) lives	AA61
Xcel	(t) lives	AA61
Xevious	(-) lives	AA59
Xybots	(t) credi	AA62
Yabba dabba doo	(t) lives	AA59
Yie ar kung fu	(t) energ	AA57
Yogls great escape	(t) mult	AA60
Zolyx	(t) lives	AA58



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policable. Details of the winting, and the points to wealth for, and add to the hie in policable, or completion you are left with a disk file up to 15 pages long (depending on the depth of detail you choose), this file can then be edited within your word rocessor to produce a full report for the writer. Unly experienced Graphologists can charge almost what they like for a full halysis, so this could prove a very lucrative business venture for you. We must however stress, that unless you are experienced in graphology, then we an in no way guarantee the accuracy of the information that the program covides. If you are an enthusiastic amateur or just curious, then this program could provide hours of entertainment, whilst teaching you the finer art of this scinating subject for entertainment, whilst teaching you the finer art of this scinating subject for entertainment, whilst teaching you the finer art of this scinating subject for entertainment whilst teaching you the finer art of this scinating subject for entertainment. Whilst teaching you the finer art of this scinating subject for entertainment whilst teaching you the finer art of this scription.

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* leaging of entries for extra report selectivity

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* Pop up running total calculator

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you. Reports directable to Screen, Printer or Disk file

Reports directable to Screen, Printer or Disk file

Potalied selectivity for reports

Reference field for each entry (Invoice No, Desp Note No etc)

10,000 entries RV exersion, 9,200 PCWS

No need for sorts, always in correct order

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Nost functions operate from a single key press

Scan through the ledger a line, or page at a time if required

Split and merge file

Class and Account code descriptions visible at all times. Scroll through pages
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REE seperate running total calculator for adding up those cheques, useful for those quick sums

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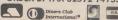
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TIMETABLER

Yes, schooldays. The best days of your life...

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The program was written by Gareth Watts of Norwich, and is capable of storing many different timetables, so you and your friends will never have an excuse to be late for lessons again!

{BnAx} 10 · '** · TIMETABLER · BY · GARETH · WATTS · **

{LqCk} 20 MODE:1:INK:0,1:INK:1,24:INK:2,6,1:INK:3,26,1:SPEED:INK:50,20:BORDER:1

{NUA1} 30 - PEN - 1

{MuBi} 40.OPENOUT"w":MEMORY.HIMEM-1:CLOSEOUT

{MnA1} 50.WIDTH.255

{OsCu} 60 FOR e=1 TO S: READ day\$(e): NEXT: FOR e=1 TO S: READ day2\$(e): NEXT: FOR e=1 TO.5:READ.day3\$(e):NEXT

{HuBq} 70 · MODE · 1:LOCATE · 13,25:PEN · 3:PRINT" · Screen":PEN · 1

{IvCm} 80 MODE 1: PEN 1: LOCATE 1, 25: PRINT"Display to :: ";: GOSUB 710: GOSUB 710: scr=0 {LwEm}

90 LOCATE · 10,1:PRINT"TIMETABLER"; SPACE\$(5); "By · Gareth · Watts":LOCATE · 10,2:PRI NT"-----::LOCATE . S . 4 : PRINT"Menu" :LOCATE . S . S : PRINT"----

{CiHj} 100 PRINT"1) · Start · new · Timetable" : PRINT"2) · Load · old · timetable" : PRINT"3) · Save · current · Timetable": PRINT"4) · Catalogue": PRINT"5) · Printer/Screen": PRINT"6).Display/Print.Timtable":PRINT"7).Change.name":PRINT"8).Editor":PRINT"9).Ex

{Nlax} 110 · LOCATE · 10 , 16 : PRINT"Please · Select

{MuAt} 120 ·a \$= UPPER\$ (INKEY\$)

{EwB1} 130 · IF · a\$="" · OR · a\$<"1" · OR · a\$>"9" · THEN · 120

{01An} 140 ·a=VAL(a\$)

{EtBp} 150.0N.a.GOSUB.170,410,540,680,710,750,1590,1110,1540

{CuBn} 160 · IF · scr <> 1 · THEN · GOTO · 80 · ELSE · scr = 0 : GOTO · 90

{Ovat} 170 · ** · START · NEW · TIMETABLE · **

{OkBq} 180 MODE 1: INPUT"How many periods a day (1 to 8) :: ", per\$

{LuAw} 190 · INPUT"Name · of · form · : ", form\$

{JvCj} 200 INPUT"Name::",name\$:IF:LEN(name\$)>12:THEN:PRINT:CHR\$(7);:GOTO:200

{MsAq} 210 · per=VAL(per\$)

{EkBi} 220 · spaces=INT((79-5-(per))/per)

{LsCi} 230.FOR.x=1.TO.S:CLS:PRINT.day\$(x), "Space: "; spaces; "characters

{AuAr} 240 · FOR · p=1 · TO · per

{MwAs} 250 PRINT:PRINT"Period";p

{AsBv} 260 IF flag=1 THEN flag=0:GOSUB 390:GOTO 370: NEXT p,x

{OxBi} 270 · INPUT · "Enter · Subject · : · ", sub\$(x,p)

{N1Bu} 280 · IF · LEN(sub\$(x,p))) spaces · THEN · PRINT · CHR\$(7); :GOTO · 270

Er...Um... Sorry

The Character Design Program which we featured last issue certainly wasn't bug-riddled. Oh, gosh no. But it wasn't quite perfect, either. But it had NO bugs in it. Virtually no mistakes at all. Almost perfect. Well, OK. It had two bugs in it. For these to be solved, it is necessary to add two lines to the code.

1215 PRINT #9."SYMBOL AFTER 32"

1455 SYMBOL a,tot(a,3),tot(a,4),tot(a,5),tot(a,6),tot(a,7),tot(a,8),tot(a,9), tot(a,10)

This should put things right. Not that there was anything wrong at all. What with no bugs or mistakes being present in the program. Well, not many. Two bugs isn't many. It isn't a much as three. Or six.

{PtBk} 290 · INPUT · "Enter · Teacher · : · " . teach\$(x.p)

{OjBt} 300 · IF · LEN(teach\$(x,p))) spaces · THEN · PRINT · CHR\$(7); :GOTO · 290

{ItBj} 310 · INPUT · "Enter · Room · no . : · " , room (x,p)

{AuBw} 320 IF LEN(STR\$(room(x,p)))-1) spaces THEN PRINT CHR\$(7); GOTO 310

{DoBp} 330 · INPUT · "Single · or · Double · period · (S/D) · : · "; pernum\$

{BuAu} 340 pernum\$=UPPER\$(pernum\$)

{AoCl} 350 · IF · pernum\${\range} · "S" · AND · pernum\${\range} "D" · THEN · PRINT · CHR\$(7); : GOTO · 330 ·

{EsBi} 360 · IF · pernum\$="D" · THEN · flag=1

{JiAl} 370 NEXT . p.x

{OtAm} 380 · RETURN

 $\{LvDi\}\ 390 \cdot IF \cdot p=1 \cdot AND \cdot x \rangle 1 \cdot THEN \cdot sub$(x,p)=sub$(x-1,per): teach$(x,per)=teach$(x-1,per)=teach$($ 1,per):room(x,p)=room(x-1,per):RETURN

PnCq $400 \cdot sub*(x,p) = sub*(x,p-1) : teach*(x,p) = teach*(x,p-1) : room(x,p) = room(x,p-1) : teach*(x,p-1) : teach*(x,p-1) : room(x,p-1) : teach*(x,p-1) :$ 1): RETURN

{MnAr} 410 · '** · LOAD · TIMETABLE · **

(PjBo) 420 MODE 1:PRINT:PRINT-SPACE\$(12);"LOAD-TIMETABLE"

{AuAl} 430 PRINT

{EnBt} 440 PRINT"Enter filename (Max 8 characters) : ":INPUT file\$

{LjBq} 450 · IF · LEN(file\$)>8 · THEN · PRINT · CHR\$(7); :GOTO · 440

{BsAr} 460 · OPENIN · LOWER\$ (file\$)

{FmBi} 470 · INPUT · #9, form \$, name \$, per, spaces

{MoAq} 480 · FOR · x=1 · TO · 5

{KxAr} 490 · FOR · p=1 · TO · per

{PkB1} $500 \cdot INPUT \cdot #9, sub$(x,p), teach$(x,p), room(x,p)$

{JuAl} S10.NEXT.p.x

{KiAn} 520 · CLOSEIN

{KxAn} 530 · RETURN

{Okar} 540 · '** · SAVE · TIMETABLE · **

{DlBp} 550.MODE.1:PRINT:PRINT.SPACE\$(12);"SAVE.TIMETABLE"

{NkA1} 560 PRINT

{NtCt} 570 IF sub\$(1,1)=""'THEN PRINT"No timetable to process":PRINT"(SPACE)": CALL . ARRIS : RETURN

{JkBs} 580 PRINT"Enter filename (Max 8 characters) : ":INPUT file\$

{PuBo} 590 · IF · LEN(file\$)>8 · THEN · PRINT · CHR\$(7); :GOTO · 580

{AtAo} 600 · OPENOUT · file\$

{MpBt} 610.PRINT#9,form\$:PRINT#9,name\$:PRINT#9,per:PRINT#9,spaces

{Awar} 620.FOR.x=1.TO.5

(FrAr) 630 · FOR · p=1 · TO · per

{NwBs} 640 PRINT#9, sub\$(x,p):PRINT#9, teach\$(x,p):PRINT#9,room(x,p)

{BsAm} 650 · NEXT · p.x

{CgAo} 660 · CLOSEOUT

{IxAn} 670 · RETURN

{F.jAq} 680 · '** · CATALOGUE · **

(HvBt) 690 MODE · 1:PRINT"Catalogue":PRINT:CAT:CALL · &BB18:RETURN

{OvAo} 700 ·NEXT·u,f:RETURN

{K.iAs} 710. '** PRINTER/SCREEN. **

{MuBu} 720 · IF · display=0 · THEN · display=8 · ELSE · display=0 ·

{PnCq} 730 · LOCATE · 13,25 : PEN · 3 : IF · display=0 · THEN · PRINT" · Screen · " · ELSE · PRINT" · Printer."

{CxAs} 740 · PEN · 1 : scr = 1 : RETURN

{BiBj} 750.'**.DISPLAY/PRINT.TIMETABLE.**

{HiAu} 760 MODE 2: PRINT SPACE\$(8);

{DoAu} 770 used=S+per+(spaces*per)

{GtCo} 780 · IF · display=0 · THEN · PRINT"Display · timetable" · ELSE · PRINT"Print · timetable"

{FtCu} 790 IF sub\$(1,1)=""'THEN PRINT"No timetable to process":PRINT"(SPACE)":

{GiCp} 800 · IF · display=8 · THEN · INPUT"Number · of · copies · : ", cop · ELSE · cop=1 : GOTO · 840

{CuFi} 810 · INPUT"(N)ormal/(C)ondensed/(V)ery · condensed · : ", size\$: IF · size\$="" · OR · size\$\langle\"n".AND.size\$\langle\"c".AND.size\$\langle\"v".THEN.PRINT.CHR\$\(7\);:GOTO.810

(BrIs) 820 PRINT#8, CHR\$(27); "@":IF.size\$="c".THEN.PRINT#8, CHR\$(15);:ELSE.IF. size\$="v"·THEN·PRINT#8,CHR\$(27);CHR\$(65);CHR\$(6);CHR\$(15);CHR\$(27);CHR\$(83); CHR\$(1);:ELSE · INPUT"(D)raft/(N)LQ · : ", type\$:IF · type\$="n" · THEN · PRINT#8, CHR\$(27

TYPE-INS

)+"n":ELSE:PRINT#8,CHR\$(27)+"p"

{JpB1} 830 · IF · cop(1 · THEN · PRINT · CHR\$(7); : GOTO · 800

{MxAq} 840 · FOR · e=1 · TO · cop

{CmDu} 850 ·PRINT#display,"Form ·: ·";form \$; SPACE \$ (25); "Name : ·";name \$: PRINT# display, "S=Subject": PRINT#display, "T=Teacher": PRINT#display, "R=Room

(KwCm) 860 PRINT#display, SPACE\$(7);:FOR · t=1 · TO · per:PRINT#display, t;SPACE\$ (spaces-2);:NEXT

{MjAp} 870 · FOR · x=1 · TO · 5

{LpAu} 880·table\$(1)=day2\$(x)+"|S·|"

{LmAu} 890·table\$(2)="·|T·|"

{PtAv} 900 · table\$(3)=" · |R · |"

{BrAo} 910 PRINT#display

{AuAx} 920 PRINT#display, STRING\$(used, "_")

{KnAr} 930 · FOR · p=1 · TO · per

{BjAw} 940 add=spaces-LEN(sub\$(x,p))

{OuBi} 950 add2=spaces-LEN(teach\$(x,p))

{FpBi} 960 add3=spaces-LEN(STR\$(room(x,p)))

{PqBm} 970 table\$(1) table\$(1) + sub\$(x,p) + SPACE\$(add) + "|"

{CtBt} 980 table \$(2) = table \$(2) + teach \$(x,p) + SPACE \$(add2) + "|"

{LmBv} 990 · table\$(3) = table\$(3) + STR\$(room(x,p)) + SPACE\$(add3) + "|"

{BwAk} 1000 · NEXT

{EpBr} 1010 · IF · display=0 · THEN · PRINT · CHR\$(22); CHR\$(1);

{NrAp} 1020 · FOR · r=1 · TO · 3

{DjAu} 1030 PRINT#display,table\$(r);

(HmBx) 1040 · IF · display=8 · THEN · PRINT#8, CHR\$(13); STRING\$(used, "_")

{FoBu} 1050 · IF · display=0 · THEN · PRINT · CHR\$(13); STRING\$(used,"_")

{PkAm} 1060·NEXT·r,x

{DmBo} 1070 · IF · display=8 · THEN · PRINT#8, CHR\$(12);

{KoAk} 1080 · NEXT

{BsBv} 1090 · IF · display=8 · THEN · PRINT"Finished · - · Press · any · key . "

{PvAu} 1100 · CALL · &BB18 : RETURN ·

{NuAn} 1110 · '** · EDITOR · **

{GmAx} 1120 · MODE · 1 : PRINT · SPACE\$(20); "EDITOR"

{BkCv} 1130 : IF · sub*(1,1)="" · THEN · PRINT"No · Timetable · to · process · · press · a · key" : CALL · &BB18 : RETURN

{BqDp} 1140-PRINT:PRINT"1).Edit.single.period":PRINT"2).Search.&.replace": PRINT"3).Main.Menu":LOCATE.10,8:PRINT"Please.Select

{JkBk} 1150 a = LOWER \$ (INKEY \$): IF a = "" · THEN · 1150

{IqBi} 1160 · IF · a\$>"3" · OR · a\$<"1" · THEN · 1150

{Dlav} 1170 · IF · a\$="3" · THEN · RETURN

{BnAv} 1180 · IF · a\$="2" · THEN · 1310

{MoBv} 1190 CLS:INPUT "Enter first two letters of day :: ", lets\$

 $\label{eq:mrbw} \begin{tabular}{ll} $\{MrBw\}$ & 1200 \cdot FOR \cdot w = 1 \cdot TO \cdot S \colon IF \cdot lets \$(\) day 3 \$(w) \cdot THEN \cdot NEXT \cdot ELSE \cdot GOTO \cdot 1220 \} \end{tabular}$

{KsAt} 1210 PRINT CHR\$(7);:GOTO 1190

{OkAx} 1220 INPUT"Enter period number :: ", num

{MiBq} 1230 IF num>per OR num(1 THEN PRINT CHR\$(7);:GOTO 1220

{AmBj} 1240 PRINT"Current details are: -"

{BnBw} 1250 PRINT sub\$(w,num):PRINT teach\$(w,num):PRINT room(w,num)

{AqBt} 1260 PRINT:PRINT"Enter replacements in same order":PRINT

{AmBu} 1270·INPUT·"",sub\$(w,num):IF·LEN(sub\$(w,num)))spaces·THEN·1270

{EuBw} 1280·INPUT·"",teach\$(w,num):IF·LEN(teach\$(w,num))>spaces·THEN·1280

{PoCi} 1290·INPUT·"",room(w,num):IF·LEN(STR\$(room(w,num))))spaces·THEN·1290

{HtAn} 1300⋅GOTO⋅1110

{GpAr} 1310 · '** · SEARCH · & · REPLACE · **

{PkBn} 1320 · CLS:PRINT · SPACE\$(15); "SEARCH · & · REPLACE":PRINT

(FiDo) 1330 · PRINT"1) · Change · subject" : PRINT"2) · Change · teacher" : PRINT"3) · Change · room" : LOCATE · 10 , 7 : PRINT"Please · Select"

{FmBm} 1340 a = LOWER \$ (INKEY\$): IF a = " THEN 1340

{GwBk} 1350 · IF · a \$ > "3" · OR · a \$ < "1" · THEN · 1340

{AjCt} 1360.IF.a\$()"3".THEN.INPUT."Change.from.:.";chanf\$.ELSE.INPUT."Change. from.:.";chanf

{EmCr} 1370 · IF · a\$⟨⟩"3" · THEN · INPUT · "Change · to · : · "; chan\$ · ELSE · INPUT · "Change · to · : · "; chan

(HqEk) 1380:IF.a\$(>"3":THEN:IF.LEN(chan\$)>spaces:THEN:PRINT:CHR\$(7);:GOTO:1370: ELSE:IF.LEN(STR\$(chan))>spaces:THEN:PRINT:CHR\$(7);:GOTO:1370

{HmAv} 1390 · IF · a\$<>"1" · THEN · 1430 ·

{NxAu} 1400 FOR u=1 TO S:FOR y=1 TO per

{LmBn} 1410 · IF · sub\$(u,y)=chanf\$ · THEN · sub\$(u,y)=chan\$

{JoAl} 1420 NEXT . y, u

{BjAu} 1430 · IF · a\$<>"2" · THEN · 1510

{Elav} 1440 · FOR · u=1 · TO · S : FOR · y=1 · TO · per

{LqBu} 1450 · IF · teach\$(u,y)=chanf\$ · THEN · teach\$(u,y)=chan\$;

{PsAm} 1460 · NEXT · y, u · · ·

{PjAs} 1470 · IF · a \$= "3" · THEN · 1510

{BrAw} 1480 FOR u=1 TO S:FOR y=1 TO per:

{AkBp} 1490 · IF · room(u,y)=chanf · THEN · room(u,y)=chan

{HoAl} 1500·NEXT·y,u

{AsAn} 1510 - GOTO - 1110

{EuAm} 1520 · NEXT · y, u

{KoAt} 1530 · CALL · &BB18 : RETURN

{DuAs} 1540 · '** · EXIT · PROGRAM · **

{GvBm} 1550 LOCATE 1,22:PRINT"Exit: Are you sure?"

{GpBo} 1560 a\$=UPPER\$(INKEY\$):IF a\$="".THEN.1560

{LkBs} 1570 · IF ·a\${\\"Y" · THEN · LOCATE · 1,22 : PRINT · SPACE\$(19) : RETURN

{PwAx} 1580 WHILE INKEY\${\>"":WEND:MODE 1:END

{NiAq} 1590 · '** · CHANGE · NAME · **

{AmBk} 1600 · CLS: INPUT"Enter · new · name · : ", name \$

{FqCj} 1610 · IF · LEN(name\$)>12 · THEN · PRINT · CHR\$(7); : GOTO · 1600 · ELSE · RETURN

{GrCl} 1620 DATA-Monday,Tuesday,Wednesday,Thursday,Friday,M,T,W,T,F,mo,tu,we,

SHADOW PRINT

This neat bit of coding looks great in colour, and shows you what can be done in only a few short lines. It comes from Shabaz Yousaf, from the fair town of Slough.

If you list the program, and EDIT line 20, you can change t\$ to include any words you want. Simply delte the text between the quotes, and add your own message. No more than 14 characters though.

{FuAo} 1.'.Shadow.Print

{FwAs} 2.'.by.Shabaz.Yousaf

{EwAx} 3.'.Amstrad.Action.31st.August.1990

{PoBj} 10:MODE:1:INK:1,26:INK:2,24:INK:3,8

{BiAv} 20 · INK · 0,17:t\$="Amstrads · Rule!

{FrBi} 30.BORDER.26:LOCATE.1,25:PRINT.t\$

{PpAt} 40.FOR.x=1.TO.224.STEP.2

{DjAx} 50 FOR y=1 TO 16 STEP 2: t=TEST(x,y)

{GmAs} 60 · IF · t=0 · THEN · 130

{BuAv} $70 \cdot IF \cdot TEST(x-2,y) = 0 \cdot THEN \cdot t = 2$

{JxAv} 80 py=y/2:FOR px=0 T0 4 STEP 2

{EsAs} 90.xx=30+px+x/2*5+py*3

{Dlaw} 100 · MOVE · xx,200 + py * 6 : DRAWR · 3,6, t

{OuAr} 110.MOVE.xx,216-py*6

{NjBi} 120 POKE &B338,170:DRAWR 3,-5:NEXT {Loat} 130 NEXT 9,x:LOCATE 1,1

{CiAw} 140 PRINT CHR\$(212)SPC(38)CHR\$(213)

{KkAp} 150:LOCATE:1,25 {BoAx} 160:PRINT:CHR\$(215)SPC(38)CHR\$(214);

{Nkaq} 170.WHILE:1:WEND

GRAFPLOT

● 6128 Only

Even more magic math mayhem from M. What a treat, eh readers? Enter your info and the computer draws the graph. What more could you possibly want?

{JoAq} 5.REM.graph.plotter

{PxAs} 7.REM.by.M..MERRYFIELD

{InAo} 8.REM.Public.domain

{JnAw} 10.SYMBOL.242,96,144,48,192,240,0,0,0

{Ctax} 20.SYMBOL.243,96,16,96,16,96,0,0,0

{FiAx} 30.SYMBOL:244,16,48,80,248,16,0,0,0

{OpAq} 40 REM · opening · screen

{LpBi} 50.CLS:LOCATE:13,1:PRINT"GRAPH::PLOTTER"

{GqDo} 60·LOCATE·1,4:PRINT"··This·Program·displays·the··curves·of:-Linear, Quadratic, ·Cubic·and·Quartic····Equations."

(EpCp) 70 PRINT:PRINT" 'These terms relate to the highest power of 'x' in the
equation as follows: "

{CkCl} 80.LOCATE.14,11:PRINT"LINEAR....x":LOCATE.14,12:PRINT..."QUADRATIC..x";

ENMAS

CHR\$(242)

(FsCu) 90.LOCATE.14,13:PRINT"CUBIC.....x";CHR\$(243):LOCATE.14,14:PRINT"
@UARTIC....x";CHR\$(244)

{LkBu} 100 PRINT:PRINT:PRINT"..The longest equation is of the form;"

{EjCo} 110 PRINT;PRINT".....ax";CHR\$(244);"+bx";CHR\$(243);"+cx";CHR\$(242);
"+dx+e·=·y"

(KxDn) 120 PRINT: PRINT" · Enter · the · values · of · the · co-

efficients:a,b,c,d,e (seperated by a comma) Enter Oif not required."

{MiBm} 130 · PRINT: PRINT" · · · · · · · · PRESS · A · KEY · TO · CONTINUE"

{DwAw} 140.WHILE.INKEY\$="":GOTO.140:WEND

{HmAs} 150 REM display screen

{EwB1} 160 · CLEAR · INPUT: MODE · 1: PRINT"FORMULA:"

{HkAs} 170.WINDOW.1,40,25,25

{GpAt} 180 · WINDOW · #1,9,40,1,1

{JwBu} 190 MOVE 0,18,2:DRAN 0,383:DRAN 639,383:DRAN 639,18:DRAN 0,18

{OmAx} 200 · ORIGIN · 320,199,0,639,383,18

{PtBp} 210.MOVE.-320,0:DRAW.319,0:MOVE.0,182:DRAW.0,-183

{KwAs} 220 TAG: FOR x=-8 TO 8

{LkAx} 230 · MOVE · 40*x, 4: DRAW · 40*x, -4: NEXT · x

{GoAo} 240.FOR.y=-4.T0.4

{GpBk} 250 · MOVE · 4 , 40*y : DRAW · -4 , 40*y : NEXT · y

{AlBo} 260 MOVE - 300, -8: PRINT - "-7"; : MOVE - 284, -8: PRINT "7";

{KjA1} 270 · TAGOFF

{GuA1} 280 · sc=1

{AvBn} 290 REM·read·formula·and·display·graph

{CsBq} 300 · CLEAR · INPUT: INPUT"Enter · formula: - · ", a, b, c, d, e

{OsBx} 320:TAG:MOVE:-52,160,2:PRINT:sc*4;:MOVE:-52,-152:PRINT:sc*-4;:TAGOFF

{JmAu} 330.FOR.x=-8.TO.8.STEP.0.02

{MiAx} 340 y=a*x+4+b*x+3+c*x+2+d*x+e

{JjBk} 350 · IF · y > (10*sc) · OR · y ((-10*sc) · THEN · 370

{AtAs} 360 · PLOT · 40*x, 40*y/sc, 3

{PuA,j} 370 · NEXT

{LpBo} 380 PRINT"MENU: 1.0UERLAY-2.RE-SCALE-3.NEW-4.END"

{CmCx} 390 · IF · INKEY (64) = 0 · OR · INKEY (13) = 0 · THEN · 290 · ELSE · IF · INKEY (65) = 0 · OR · INKEY (14) = 0 · THEN · 410 · .

{KpCx} 400 · IF · INKEY(57) = 0 · OR · INKEY(5) = 0 · · THEN · 150 · ELSE · IF · INKEY(56) = 0 · OR · INKEY (20) = 0 · THEN · 420 · ELSE · 390

{Erci} 410 CLEAR INPUT: INPUT INPUT SCALE (Multiples of 0.25) ... ,sc:GOTO 320

(FqAn) 420-MODE-1;END

MATH-QUIZ ● 6128 Only

Back to school with a vengeance! Everyone knows that practising mathematics is one of the most fun things you can do, so why limit yourself to only doing maths in the classroom? This program, from Mr M Merryfield of Merseyside, will allow you to sharpen your numerical skills. You must input your age first; this acts like a skill level. Age 20 gives the hardest questions; they then get gradually easier as the age level increases or decreases (older persons's brains don't work too well, we assume). You can choose how many questions you wish to answer, and there is a time limit for completing each one individually. This is also modified by the age which you initially input.

{MoAr} 5.REM....MATHS.QUIZ

{MiAq} 6.'by.M.Merryfield

{JsAp} 7.'public.domain

{LpBp} 10 · ENT · 1, 10, 5, 10 : ENT · 2, 10, -5, 10 : ENT · 3, 10, -5, 1

{BiBm} 20 REM---set screen + input-----

{AnAq} 30 .MODE .1:GOSUB .490

{MrA1} 40 - GOSUB - 500

{DwAq} 50 .PAPER .#3,3:CLS .#3

{IiBm} 60.WINDOW.#2,2,39,2,24:PAPER.#2.2:CLS.#2

{GvB1} 70.WINDOW.#1,3,38,3,23:PAPER.#1,1:CLS.#1

{GqB1} 80.WINDOW.9,31,12,22:CLS:ORIGIN.48,48.

{GnCp} 90 WINDOW #4,4,37,4,22:INK 2,26:CLS #4:TAG:PLOT 0,15,2:PRINT "MATHS QUIZ";

{EpBk} 100.FOR.x=0.T0.158:FOR.y=0.T0.15.STEP.2

{EnAx} 110 · IF · TEST · (x,y) = 0 · THEN · 130

{IvBp} 120.PLOT.(x*2)+100,(y*2)+230,3:PLOT.(x*2)+100,(y*2)+228

(CRCR) 130.0N.SQ(1).GOSUB.850:NEXT:NEXT:PLOT.0,15:PRINT..".........";:INK.2,c;
TAGOFF

{IuBk} 140:LOCATE:1,1:INPUT:"::How:old:are:you";age

{JmBk} 150·IF·age}19·THEN·ag=5·ELSE·ag=age/4

{HxBm} 160 PRINT:PRINT:INPUT:"How many questions";q

(LwDn) 170.CLS:PRINT".SELECT.QUESTION.TYPE":PRINT:PRINT:"..1...ADDITION":PRINT
"..2..SUBTRACTION":PRINT"..3..MULTIPLICATION"

{PkCl} 180 PRINT" · · 4 · DIVISION" : PRINT" · · S · · SQUARES" : PRINT" · · 6 · · ROOTS" : PRINT
 " · · 7 · · Pot · Pourri"

{ImBk} 190 qt\$=INKEY\$:IF qt\$="" THEN 190

{LoBj} 200 n=VAL(qt\$):IF n(1.0R n)7.THEN.190

{PlCk} 210 CLS:PRINT"You have";INT(q*15/ag);"seconds to","answer";q;"questions."

(Nubm) 220-LOCATE-1,5:PRINT"STARTING":FOR·x=1-TO-10:FOR·y=1-TO-200:NEXT:LOCATE -8+x,5:PRINT".":SOUND-7,1276,5:NEXT

(BrBk) 230 LOCATE 19,5:PRINT"NOW!":CLEAR INPUT

{CkBj} 240 REM------quiz-----

(KkBq) 250 ab=0:qu=q:correct=0:AFTER (750*q)/ag,1 GOSUB 520

{FrAu} 260 · AFTER · (1250/ag) · GOSUB · 510

{CmAu} 270 q=q-1:IF q<0.THEN.340

{FqAw} 280 · IF · age > 8 · THEN · y=5 · ELSE · y=3

{NuAr} 290 · IF · n=7 · THEN · xo=1

{GwBk} 300 · IF · xo=1 · THEN · n=INT(RND*y)+1:xo=1

{OjCt} 310 CLS:nub=INT(RND*5)+1:num=INT(RND*10*ag*ag):numb=INT(RND*10*ag)+1: LOCATE 5,4

{CkBk} 320.0N·n·GOSUB.530,580,620,660,700,750

{AtBk} 330 · IF · ab=1 · THEN · correct=correct+1

{CkAn} 335.GOTO.260

{GiBi} 340.DI:CLS:IF.correct(qu:THEN:380

(NwCj) 350 PRINT:PRINT:PRINT".....ALL.
CORRECT:".

{PwAm} 360.GOSUB.430.

{DmAm} 370 - GOTO - 390

{DsBm} 380 · PRINT" · · · · · · YOU · GOT"; correct, " · · · · · · OUT · OF"; qu

{Cwc.j} 390 LOCATE 1,9:PRINT:"....PRESS:SPACE":PRINT:PRINT"...FOR:ANOTHER:GO:"

{MwB1} 400 · i *= INKEY *: IF · i *= " · " · THEN · CLS: RUN · 140

{DtAs} 410 · IF · i\$="" · THEN · 400

{FqAn} 420 · MODE · 1 : END

{NxBk} 430 · REM------ · flashing · border · -----

{EtBs} 440.GOSUB.490:FOR.flas=1.TO.40:SOUND.7,179,20,,,3

{D,jBv} 450 FOR flash=1 TO S:BORDER b:INK 3,c:INK 2,d:INK 1,a:NEXT

{OkBr} 460 FOR flash=1 TO 10:BORDER c:INK 3, d:INK 2, a:INK 1, b:NEXT

{DxCm} 470 FOR flash=1 TO 10 BORDER d:INK 3,a:INK 2,b:INK 1,c:NEXT:NEXT:GOSUB 500

{KmAn} 480 · RETURN

{CtAx} 490 a=8:b=6:c=24:d=2:RETURN

{IpBo} 500 BORDER a: INK 3, b: INK 2, c: INK 1, d: INK 0, 26: RETURN

{NkDm} 510 ·IF ·ab=1 ·THEN · correct=correct-1:PRINT" · OUT ·OF ·TIME . . . NEXT · ONE :-

":GOSUB:830:FOR:x=1:TO:300:NEXT:RETURN

(BiBn) 520 q=0:PRINT"···TIMES·UP!!":GOSUB·830:RETURN

JUST IN CASE YOU DIDN'T KNOW...

Just in case – after all, it's always possible – you don't know what those funny dots in the listing are for, here's the answer. They're there to indicated spaces – sometimes it's hard to tell how many spaces there are in a line containing text, say. (Getting the number of spaces wrong may not stop the program working, but it'll give you some funny check-sums when you run it through *Type-Writer*.)

AND THAT'S NOT ALL. Also in case you didn't already know, you can earn

yourself vast amounts of cash by sending us Type-Ins. (We have to think they're

good enough to publish, of course. And make sure you enclose an SAE so that we can send your tapes/disks back.)

Just to give you an idea, some *Type-Ins* can earn their authors between £15 (for some really weedy dozen-liner) to £40 for a truly colossal (no bigger than 10K, though), stupendous masterpiece (it really does have to be good to warrant that amount of space though).

So what're you waiting for? Get those listings in!

{GtB1} 530 · REM · - - - - quiz · routines · : - - - - -{FpAv} 540 PRINT num: "+":numb: "=" {ItAm} 550 · GOSUB · 800 {GkBx} 560 · IF · num + numb=ans · THEN · ab=1 : GOSUB · 840 · ELSE · ab=0 : GOSUB · 820 {KxCm} 580 · IF · num>numb · THEN · PRINT · num; "-"; numb; "=" · ELSE · PRINT · numb; "-"; num; "=" {01A1} 590.GOSUB.800 {KpCn} 600 IF · num-numb=ans · OR · numb-num=ans · THEN · ab=1:GOSUB · 840 · ELSE · ab=0:GOSUB · 820 {GnAn} 610 · RETURN {GwAv} 620 PRINT nub; "X"; (numb+1); "=" {KIAm} 630.GOSUB.800 {LqBw} 640 IF ·nub*(numb+1)=ans ·THEN ·ab=1:GOSUB ·840 ·ELSE ·ab=0:GOSUB ·820 (Tion) SSO. RETURN {LqB1} 660 · nu=nub*numb:PRINT · nu;CHR\$(172);numb"=" {LxAm} 670 · GOSUB · 800 {MvBu} 680:IF ans=nub:THEN:ab=1:GOSUB:840:ELSE:ab=0:GOSUB:820 {JvAm} 690 · RETURN {M.iAs} 700 · f = INT(numb/2):an=ft2 {Etav} 710 ·PRINT"SQUARE · of" : f:"=" {KxAm} 720.GOSUB.800 {MuBu} 730 · IF · an=ans · THEN · ab=1:GOSUB · 840 · ELSE · ab=0:GOSUB · 820 {OxAm} 740 · RETURN {DrAu} 750 ·f=INT(numb/2):an=ft2 · {JsAu} 760 PRINT"SQ ROOT of ;an; == {Epam} 770.GOSUB.800 {AjBt} 780 · IF · f = ans · THEN · ab = 1 : GOSUB · 840 · ELSE · ab = 0 : GOSUB · 820 · {TpAn} 790 RETURN {DuBi} 800 · REM-------answers ·----{OmBj} 810 · LOCATE · 19,4 : INPUT · ; " ", ans : RETURN {HvBo} 820 · LOCATE · 1,7:PRINT"0000PS · wrong:next · one" {GqBs} 830 SOUND 7,358,100,,,1:FOR x=1 TO 300:NEXT:RETURN {HpBq} 840 SOUND .7,179,100,,,2:FOR .x=1 .TO .300:NEXT:RETURN {CIBm} 850 · REM------play · sounds-{CpAo} 860 READ tone {CmAp} 870 · SOUND · 1. tone {JxAx} 880 · IF · tone=127 · THEN · RESTORE (H.jan) 890 RETURN

QUADRATICS● 6128 Only

More zany maths fun with this quadratic equation solver, again from Mr Merryfield. Boffins will be delighted with the program, which solves the sums, then displays a graph of its handiwork.

{LmCl} 900.DATA.239,239,239,213,213,213,190,190,190,179,159,142,.142,127,

{OlBi} 5.REM.quadratic.equation.solver {MnAu} 7.1.by.M.Merryfield; sept.1990 {JtAp} 8.'public.domain {KlAr} 10 REM input A, B and C (Japk) 20, CLS {FjBp} 30.PRINT"....To.solve.a.QUADRATIC.EQUATION". {GvAl} 40 · PRINT {OvAu} 50 PRINT" · · · · · · · of · the · form · : - " {MxAk} 60 · PRINT {OsAu} 70 PRINT" ax†2+bx+c=0" {Djal} 80 PRINT {NuCj} 90·INPUT·"·····Enter·the·values·of·a,b·and·c·······(seperated·by·a· comma).",A,B,C {AsAl} 100 PRINT {GxBm} 110 · PRINT · " · · · · · · "; A; "x † 2 · X"; B; "x · X"; C; " = 0" {CwAm} 120 PRINT {NiBu} 130 REM check for zero value variables and deal accordingly. {Hlat} 140 · IF · A(>0 · THEN · 250 (FWAS) 150 (TF (BC)0 (THEN (210 {Elat} 160 · IF · C(>0 · THEN · 190 {IIDm} 170 PRINT" · The · equation · is · of ·a · curve , · overlaying · the · X · axis , providing · an · infinite number of values for .X." {MlAm} 180 - GOTO - 620

{KxDj} 190 PRINT" The equation is of the form c=y,i.e. a horizontal.

{KkBx} 210 PRINT" This provides a linear equation of the form bx+c=0." {GkAn} 220 · X=(-C/B) {Kram} 230.GOSHB.680 {HiAm} 240.GOTO.620 {Ntar} 250 · IF · C() 0 · THEN · 350 {OrAt} 260 · IF · B(>0 · THEN · 310 {PtBs} 270 · PRINT" · This · gives · an · equation · of · the · form · · · · · · · ax † 2=0" N=X:085 {i.AqN} {Dtam} 290 - GOSUB - 680 {.Inam} 300.GOTO.620 {ItCx} 310.PRINT".This.gives.an.equation.of.the.form.....axf2+bx=0..If.we. divide.by.x.we.get....ax+b=0. {CnAm} 320 · X=(-B/A) {IvAm} 330.GOSUB.680. {InAm} 340 - GOTO - 620 -{DxBt} 350 REM · Check · if · roots · are · REAL , COINCIDENT · or · COMPLEX {MmAx} 360 · IF · B†2 · () · 4*A*C · THEN · 390 {AvCj} 370 PRINT: "The root is COINCIDENT, providing only 1 solution." {0sAk} 380.GOTO.410 {LmAw} 390 · IF · B†2 · < · 4*A*C · THEN · 520 {OlBq} 400 PRINT The root is REAL, providing 2 solutions." {MxAx} 410 REM solve guadratic equation {DuAx} 420 · X=(-B+SQR((B†2)-(4*A*C)))/(2*A) {Lraw} 430.X1=(-R-SQR((Rt2)-(4*4*C)))/(2*4) {KrAw} 440 · REM · print · quadratic · solution {Htan} 450 GOSHB 680 (Htat) 460 · IF · X=Y · THEN · 620 {KiAl} 470 PRINT {IiAp} 480 PRINT" · · · · · OR" (OsAl) 490 PRINT {DuAo} 500 · PRINT" · · · · · · · : X1 {EvAm} 510.GOTO.620 {JqAt} 520 REM · imaginary · root {GIC1} 530 PRINT" · · · The · root · is · IMAGINARY, so · the · solution · must · include · a · COMPLEX · number." {CoAm} 540 PRINT {OkAu} 550 REM··imaginary·solution (OnAt) 560.D=ARS(Rt2-(4*A*C)) {EsAs} 570 · I = (SQR · (D))/(2*A) {AmAn} 580 R=-R/(2*A) {BxAv} 590 PRINT" · · · X=";R;"+j";I;" · · · OR" {PxAk} 600 · PRINT {BrAs} 610 · PRINT" · · · X=";R;"-j";I {DqAw} 620 REM rerun draw graph or end {JmAl} 630 PRINT3. Exit-progr {LuAx} 650 i = INKEY : IF i = " THEN 650 {GkBi} 660 · i = VAL(i\$): IF · i(1 · OR · i)3 · THEN · 650 {IpBs} 670 · IF · i=1 · THEN · 720 · ELSE · IF · i=2 · THEN · 10 · ELSE · END {BoAt} 680 REM print out X routine {LwAk} 690 · PRINT {EkAw} 700 PRINT" · · · The · solution · is · ";X {MpAn} 710 · RETURN {GvAp} 720 · REM · draw · axes {OnAk} 730 · CLS {MiAo} 740.0RIGIN.320,210 {GiAo} 750 · PLOT · - 320.0.1 {PtAo} 760 DRAW 320,0 {OiAl} 770 · PLOT · 0. -190 {JtAo} 780 · DRAW · 0.190 {AxAp} 790 · REM · plot · graph {GxAt} 800 · FOR · X = -8 · TO · 8 · STEP · 0 . 04 {KnAp} 810 · Y=A*X+2+B*X+C {EwAq} 820 · PLOT · 40 * X , 4 * Y , 2 {AiAk} 830 NEXT {M1Ag} 840 · LOCATE · 1.25 {CkBr} 850·INPUT·"·Do·you·wish·to·solve·another?·(Y/N)";@\$ {JoAv} 860 · IF · Q\$="Y" · OR · Q\$="y" · THEN · 10

{GmAm} 200.GOTO.620

{CmAk} 870 · END

 $straight \cdot line \cdot where \cdot there \cdot is \cdot no \cdot value \cdot of \cdot X"$

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Gasp! New, improved price for Amstrad Action (and other excuses)

he price of Amstrad Action has, owing to public pressure, been forced to rise. A readers' letter has flooded in, complaining about the ridiculous cheapness of the magazine. How can it offer exceptional value for money when it is virtually free in the first place?

Actually, the price last rose in July 1989 (issue 46). That's nearly a year and a half ago. Increasing production and printing costs have, alas, taken their toll. So has the 100 per cent pay rise we've all taken, which readers voted for overwhelmingly during the recent Console Compo.

Amazingly, you can take advantage of the old price for another year! How? By simply subscribing to 12 issues. It'll cost £17.95, and includes a free game too! Choose from Lords of Chaos, Pipe Mania or International 3D Tennis

Anyway, 15p a month isn't much, is it? (Well, it is when you work on Amstrad Action.)

Ole man ribbon

A great and terrible melancholy has fallen over the AA office. Our trusty little daisy-wheel printer ribbon has finally been discarded. The

AA crew is almost fanatically environment-conscious, so goes in for recycling in a big way (especially the jokes – ed). We have been using the same printer ribbon since issue 3, and have reinked it over 720



 Your ribbon need never be nobbled again.

times. It is now only six atoms thick, withered and as dry as a bone. But we have kept using it because we have been made aware that Britain throws away 26 million ribbons each year. These would stretch from Lands End to John O' Groats and back three times.

The idea of all these inky ribbons clogging up our motorway system is horrifying, so instead we use Re-Ink. This is sprayed directly into the open ribbon cartridge, and enables to ribbon to be re-used with no loss of print quality. The cans are available from Lateral Developments, on 0202 669777. In the meantime, our ribbon will be laid out on a nearby section of the M4 between Lands End and John O' Groats. Sing (all together); "Tie a printer ribbon round the old oak tree..."

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CONSOLE COMPORESULTS

Hmm. As we predicted (to ourselves), a huge number of people wanted to win a GX4000 console. This, as you'll no doubt remember, is the glorious prize offered in our aptly-named Console Compo in AA60. The questions were taxing, but even more so was the tie-break. Several people resorted to satire, others used irony and pathos; alliteration and onomatopoeia were seen in profusion, and there was even the occasional hint of gross offensiveness. But, sad to say, many were rubbish.

Here's the best of the rest...
Everyone working on Amstrad Action because...

"...if they were paid more they might produce a vaguely decent magazine for once" Damian Smith, Windsor (well you don't win) "...with a sense of humour like theirs, the extra money is needed for medical bills" Adrian Hand, Chesterfield

"...they got rid of Trenton Webb" Jonathan Morley, Horncastle (ho ho – sorry Trent) "...bodyguards, libel suits and plastic

....bodyguards, libel suits and plastic surgery cost a lot!" David Ferguson, Bangor

"...they should have a bigger byte of the cherry" Martin Stean, Teignmouth (groan) "...they create A Magazine Suitable To Radical Amstrad Dudes" Jason Cunningham, Ricester

"they make up great tie-break sentences that no-one can complete" Derek Milton (including you!)

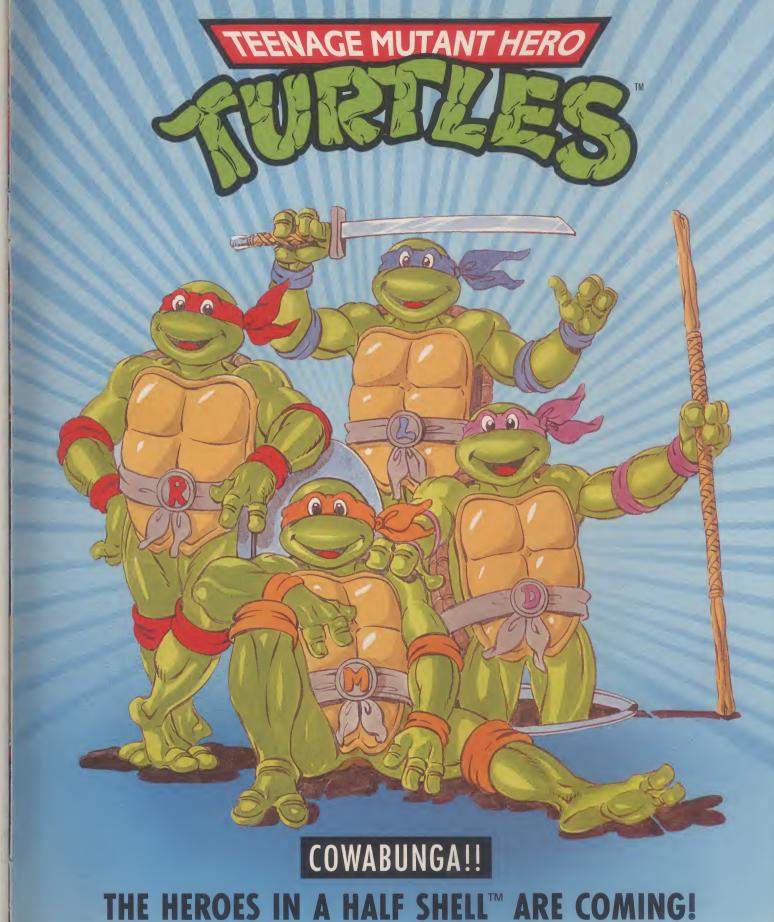
"...AA is the best since Ocean was a puddle and Robocop was a couple of spare rivets" N J Barnes, Telford

But the winner has to be **D C Blakey** of Cheltenham, with "...peanuts always need raisin" – brilliant, what absolute cr*p! Your prize, consisting of one brand, spanking new GX4000 console, is on its way...



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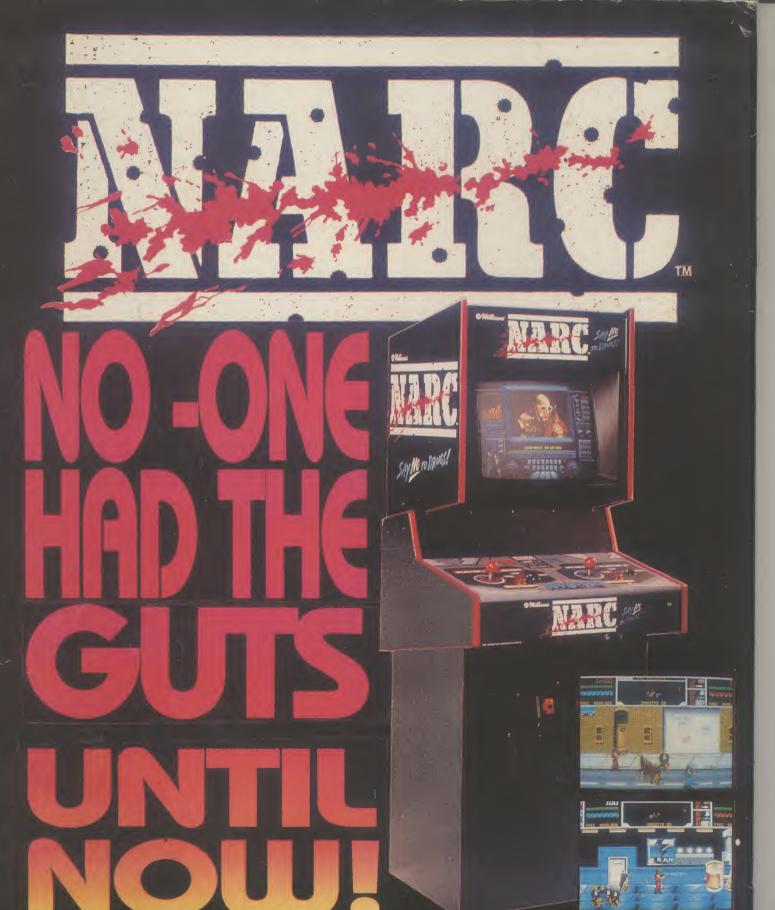
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